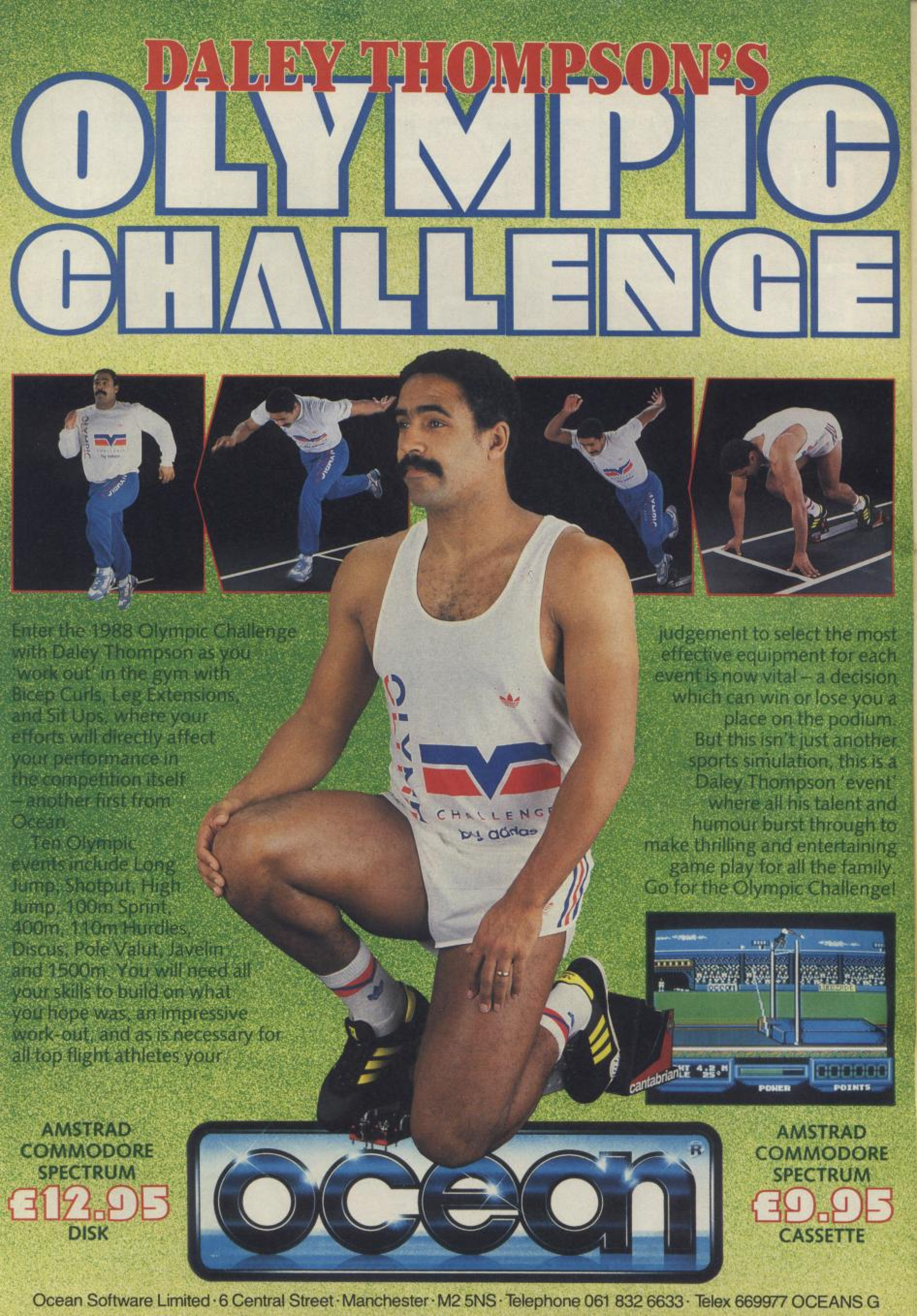

NEW LOOK ISSUE!
CRASH
ZX SPECTRUM
A NEWSFIELD PUBLICATION
NO.56 SEPTEMBER 1988
£1.25
DM 7.50
FIRST SCREENS!!
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NETHERWORLD
EXPOSED
FIRST FOR REVIEWS!!
EXCLUSIVE
Shoot to kill!!
OVERLANDER
Winter comes early
GAMES: WINTER EDITION
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PC SHOWCASE '88
24 Pages of unique and vital info on the computer show of the year!
SPECTRUM
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CRASH
ZX SPECTRUM

Contents

CYBERNOID II AND NETHERWORLD

Just as you thought it was safe to start saving money again, Hewson – constant purveyors of coin-op quality entertainment – get ready to release their next tempting treats. Turn to page 116 for the first *Cybernoid II* screenshots to appear in ANY magazine. We also take a look at Hewson's other Spectrum summer release, *Netherworld*.

SCHOOLS AND MURDER!

If we said that in the not too distant future people would never have to work at school again, would we get your attention? Thought so. Are you ready to do all your school work from home?
Find out on page 54

Computers are killing people. Computer error is rapidly becoming accepted as a part of daily life. But what this month's Monitor feature looks at is computers that actually commit MURDER!
Find out on page 70



DO IT YOURSELF

REGULARS


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ISSUE 57 ON SALE SEPTEMBER 22

EDITORIAL *47 Gravel Hill, Ludlow, Shropshire SY8 1QS* ☎ 0584 5851/2/3 **Editor:** Dominic Handy **Assistant Editor:** Katharina Hamza **Sub Editors:** Barnaby Page, David Peters **Staff Writers:** Mark Caswell, Philip King, Lloyd Mangram, Nick Roberts **Editorial Assistants:** Erica Gwilliam, Frances Mable, Glenys Powell **Photography:** Cameron Pound, Michael Parkinson **Contributors:** Jon Bates, Raffaele Cecco, Paul Evans, Simon N Goodwin, Ian Phillipson, Brendon Kavanagh, Rosetta McLeod, Paul Sumner **PRODUCTION** *1/2 King Street, Ludlow, Shropshire SY8 1AQ* ☎ 0584 5851/2/3 **Production Manager:** Jonathan Rignall **Art Director:** Mark Kendrick **Assistant Art Director:** Wayne Allen **Production Team:** Ian Chubb, Melvin Fisher, Robert Millichamp, Yvonne Priest, Matthew Uffindell **Editorial Director:** Roger Kean **Publisher:** Geoff Grimes **Advertisement Manager:** Roger Bennett **Sales Executives:** Andrew Smales, Sarah Chapman **Assistant:** Jackie Morris ☎ (0584) 4603 **OR** (0584) 5852 **MAIL ORDER** Carol Kinsey **SUBSCRIPTIONS:** Denise Roberts *PO Box 20, Ludlow, Shropshire SY8 1DB* Typeset by the **Tortoise Shell Press**, *Ludlow*. Colour origination by **Scan Studios**, *Wallace Road, London N1*. Printed in England by **Carlisle Web Offset**, *Newtown Trading Estate, Carlisle, Cumbria CA2 7NR* – a member of the BPCC Group. Distribution by **COMAG**, *Tavistock Road, West Drayton, Middlesex*.

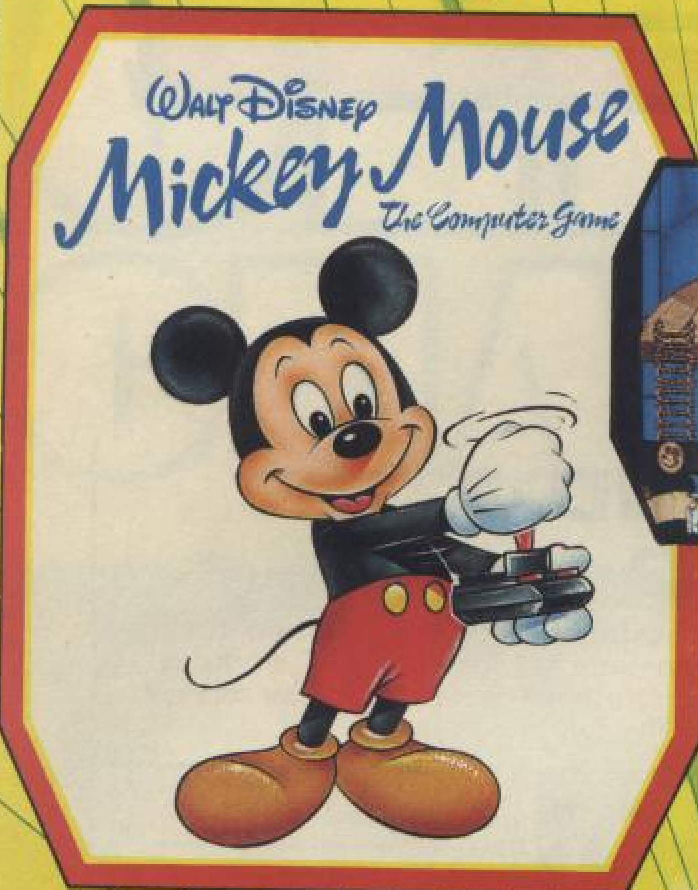
COMPETITION RULES The Editor's decision is final in all matters relating to adjudication and while we offer prizes in good faith, believing them to be available, if something untoward happens (like a game that has been offered as a prize being scrapped) we reserve the right to substitute prizes of comparable value. We'll do our very best to despatch prizes as soon as possible after the published closing date. Winners names will appear in a later issue of CRASH. No correspondence can be entered into regarding the competitions (unless we've written to you stating that you have won a prize and it doesn't turn up, in which case drop Erica Gwilliam a line at the PO Box 10 address). No person who has any relationship, no matter how remote, to anyone who works for either Newsfield or any of the companies offering prizes, may enter one of our competitions.

ABC
TOTAL: 96,590
UK/EIRE: 90,822

NEWSFIELD
A NEWSFIELD PUBLICATION

COVER DESIGN & ILLUSTRATION BY OLIVER FREY

Always ahead of their time

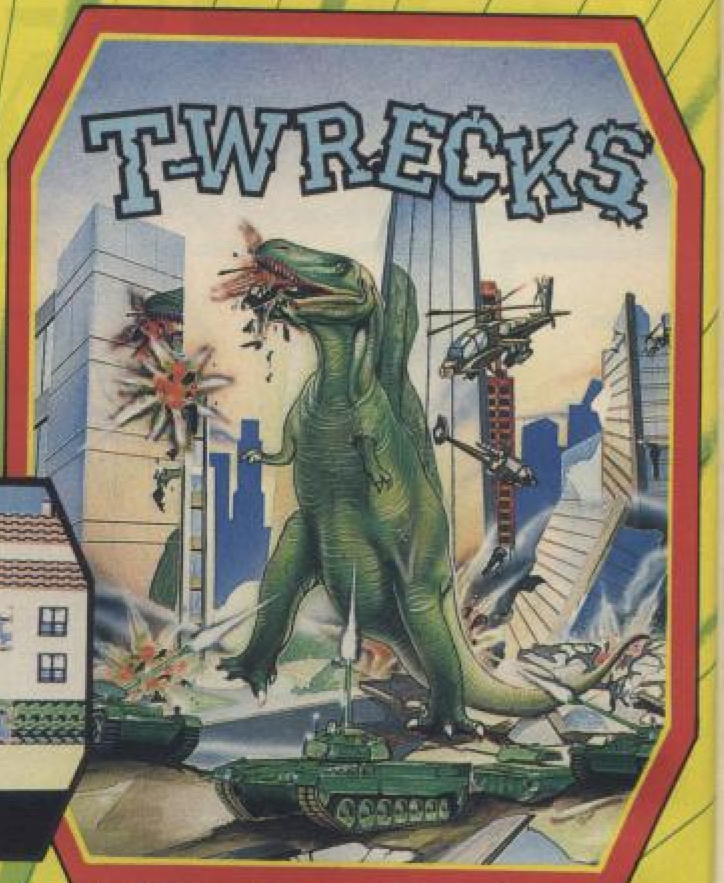


Screen shot from Atari ST version





Screen shot from CBM 64/128 version



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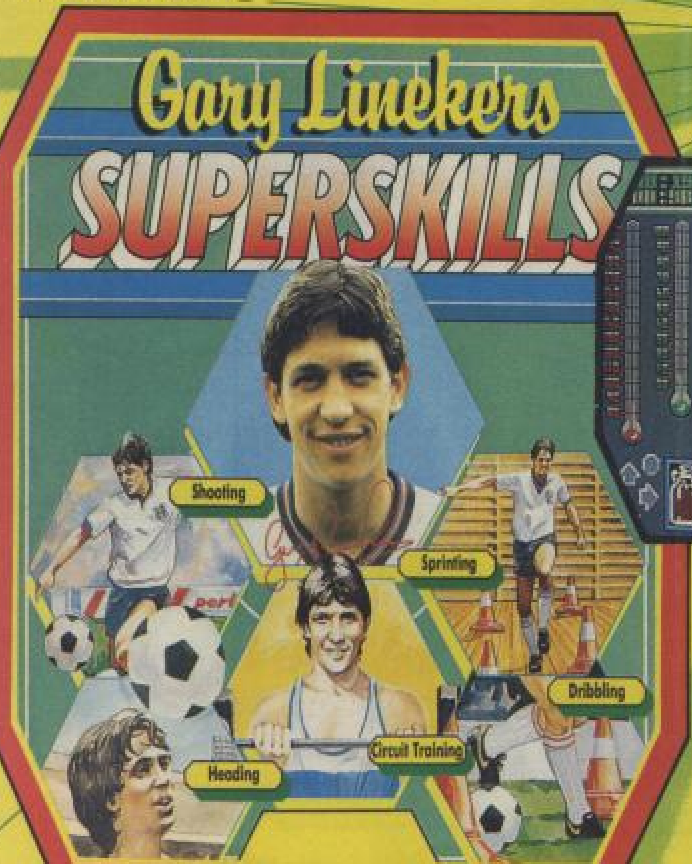
Don't miss these 4 great new releases from the creators of the most original and exciting games of all time.

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CBM 64/128 **£9.99** c — **£14.99** d
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Amstrad **£9.99** c — **£14.99** d

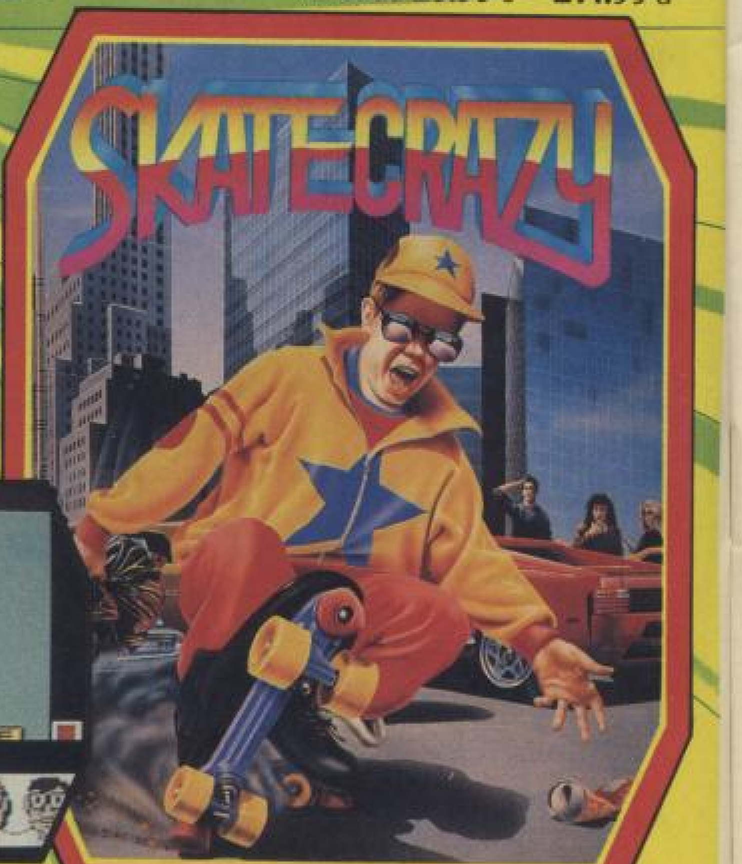


Screen shot from Atari ST version





Screen shot from Amstrad version



All mail order enquiries to: Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS.

CRASH ZX SPECTRUM

EDITORIAL
HAVE YOU NOTICED?

If the Editorial is the first thing you read (which would be quite ironic, as it's the last thing that gets written) you probably won't have noticed the changes in CRASH. So why don't you flick forward a few pages and take a look at the reviews . . .

. . . Pretty slick, aren't they? We analysed all your criticisms and gave the whole review section a complete revamp. You wanted hints and tips on each of the games, well now you've got them. There are loads of other suggestions that we've had over the years, and we've taken the best of them and tried to implement them into the new design. We'd all love to hear what you think of the new look, so why not drop us all a line. Many thanks must go to Oli 'Gore? What gore?' Frey, Roger 'The Wanderer' Kean and Mark 'Overtime? What's that?' Kendrick for all the extra effort they put into this issue.

Well, summer has really hit the software market. I know it happens every year, but I still can't understand the software slump. During summer everyone's on holiday, right? And if everyone's on holiday they'll have more spare time on their hands, right? So they'll be using the computer more! So why don't software companies produce MORE games for summer instead of less? Oh, I don't know – I give up!

I've had just enough of this summer fever. There I was at the beginning of July thinking 'a new car would be great!'. So I popped along to the local garage (which is about 40 miles away – and me without a car!) and duly ordered one. 'I'll get it for August 1', I thought. But no. Apparently the whole country (well, it seems like it) goes on holiday for a fortnight at the end of July, and the transport workers won't deliver it! Well that's just fine. If I don't get my new F-reg before the end of August I'll go mad . . . Well, that's all I can go – I've got no wheels, have I?

Dominic Handy

NEXT MONTH IN CRASH

FREE BOOKLET!!
A-Z OF SPECTRUM GREATS

The Spectrum has been around for nearly seven years now. In next month's FREE GIVEAWAY booklet we take a look at all the great Spectrum games over that period. From *3-D Ant Attack* to *Dark Side*. CRASH gives you the definitive guide to Spectrum games!

- ***COMPETITIONS*** More comps and better prizes than ever before
- ***SPLIT SCREEN FORUM*** Your chance to reply on the subject of sexism
- ***COMPUTERS TODAY*** In the first of a series we look at the use of computers in TV
- ***PLUS ALL YOUR FAVOURITE REGULARS***

It's all in Issue 57 of CRASH – much more than just a review magazine!
ON SALE SEPTEMBER 22

REVIEWS

Smashing games from SEPTEMBER

SMASHED!

HOT SHOTS 80% and over . . .

FULL INDEX

ADVERTISERS INDEX

NEWS

NIT BYTES

TIME TO DRAW a soulful, satisfying sigh of relief. Following a short breather, Grandslam's budget label, **Bug Byte**, is back (what do you mean you didn't know it had gone?). Not being the sort of people to ignore general market trends, marketing and promotional plans (yawn), they've given their insectoid label a bit of a face-lift. You'll now be able to get your hands on such back titles as *Xeno* (86%, Issue 35), *Glider Rider* (80%, Issue 34) and *Elevator Action* (72%, Issue 37) for a paltry £1.99 instead of a mammoth £2.99. Not only that – they've also managed to get the rights over **Domark**'s back catalogue, so by the end of the year titles like *A View To A Kill* (76%, Issue 18), *Split Personalities* (90%, Issue 30) and *Kat Trap* (84%, Issue 36) will be gracing the software shelves. Can you wait?

PEPSI GO FOR GOLD

MICHAEL J FOX braves savage dogs to get it, Tina Turner dances round it and Michael Jackson sings about it. What do you mean what? **Pepsi Cola**, of course. Now Pepsi, the taste of America, has joined forces with **US Gold**. Together at last, they invite you to take part in a computerised version of the Pepsi Challenge. Buy one of the Pepsi Challenge range of computer games (the first being *Mad Mix*), and you'll find a voucher giving a preset score inside. Beat the score and you qualify to take part in a fabulous free prize draw and win one of hundreds of US Gold goodies. Now for the really crucial question – is this enough to stop Nick Roberts drinking Cherry Coke?



▲ **US Gold and Pepsi attending a 'lovely function' in London, for the signing of a historic agreement between software and soft drinks producers. Looks like that one at the back (on the right) has had a bit too much to drink! (Burp!)**

HIP TO THE BIT

STAND TO ATTENTION, pin back your lugholes and get ready for an announcement from **Mirrorsoft**.

They'd like it to be generally known that they've launched a new entertainment software brand called **Imageworks**. This rather posh, designer-sounding label is all set to 'stretch the popular 8-bit and 16-bit machines to their very limits'. It's already broken into the coin-op market with an exclusive licence to convert **Atari Games**' *Blasteroids*.

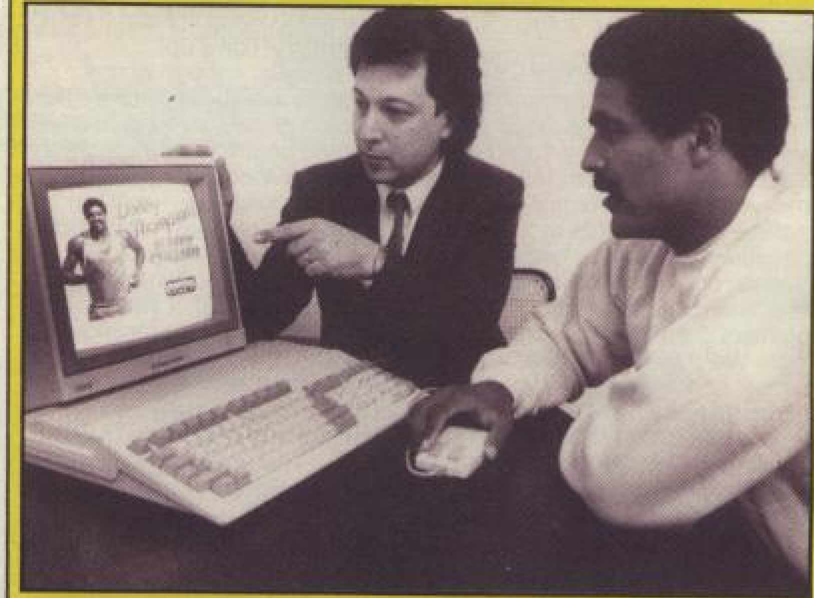
Right, now you can go back to sleep.

FLIP TOP CITY

TERRY ASHTON, the man at the top of **The Big Apple** used to hide his cassettes in cigarette packets to stop them being stolen if his car got broken into. Now he's packaging his software in cigarette packets to stop it getting broken (how sweet). The Big Apple (which has yet to release its first Spectrum game) is set to shock the market with its innovative fliptop lid game-pack design. Made from a single sheet of strengthened laminated board (whatever that is), the revolutionary boxes 'allow six faces of printed material and withstand over 300 openings and closings'. All very useful. Whether the games are going be worth all this opening and closing remains to be seen.

DON'T DILLY DALEY

APPARENTLY (although it's probably some stupid promotional thing that someone at **Ocean** thought was a bit funny), when sporting superstar **Daley Thompson** took his first look at Ocean's *Daley Thompson's Olympic Challenge* (originally titled *DT's Decathlon 88)* he grilled the appointed demonstrator on the aspects of computer graphics. (So would I, if they'd given me the wrong skin colour in the prequel! – Ed) Gary Bracey, Ocean's Software Manager, was heard saying: 'He really put me through my paces, and eventually defaced the loading screen by putting a large pair of spectacles on himself. But they won't appear in the finished version of the game'! Chortle, chortle . . . And in the true summer trend Ocean have promised to give royalties of the game to the British Amateur Athletic Association. Now there's a good thing.



BEST FRIENDS

ER . . . YOU MAY not know this but **Telecomsoft** and **Hewson** have been having a bit of an argument. Something about a 'much-publicised wrangle' over the two Graftgold games, *Morpheus* and *Magnetron*. If this piece of info has you gnashing your teeth, tearing your hair out and wailing with grief, STOP IT RIGHT NOW . . .

. . . because they'd like everyone to know they've made it up.

Phew! That's all right then.

ALIVE AND KIXXING

THOSE CLEVER GUYS (and gals) at **US Gold** have put on their thinking caps (very fetching bobble-cap variety) and come up with a very selective budget venture. Known as **Kixx** (not sure why) the new label is to cover about 12 titles in the first year. Top of the list are *Gauntlet* (92%, Issue 37), *Metrocross* (77%, Issue 42), *World Games* (71%, Issue 40), *Ace Of Aces* (62%, Issue 38) and *Tenth Frame* (55%, Issue 38). The games retail at £2.99 and should be ready to burn a hole in your pocket some time in the middle of August.

TORNADO STORM

QUESTION: what do you do with a blockbusting best-seller that's already sold millions of copies? Answer: give it to **MicroProse**. They'll turn it into a best-selling game and sell even more.

This piece of helpful advice comes from **Tom Clancy**, author of *Red Storm Rising*, a story which deals with the tactical operations of an American nuclear attack submarine some time in the middle of World War III. According to Sid Meier, co-founder of MicroProse (and he ought to know), *Red Storm Rising* is going to show technical improvements that far surpass their previous submarine simulation *Silent Service*. In other words it's going to be equipped with lots more thingies on the control panel as well as a few intelligent(?) kamikaze torpedoes which home in on their targets all by themselves. So if you must play with torpedoes, wait for the best. *Red Storm Rising* should be available later this year.

NEWS

MICRODEALER STICK-UP

FIRST THERE WERE Green Shield Stamps. Then came petrol tokens ('collect 5000 Supergas stamps and you too could be the proud owner of a pair of self-folding, bright red spaghetti tongs'), and now?

Now we have self-adhesive software tokens. Like The Big Apple's *Bronx Club*, **The Great Microdealer Cover Up** involves sticking lots of little tokens on a piece of cardboard, waiting till you've collected enough, and then exchanging them for an absolutely free, no-strings-attached present picked from the glossy Microdealer catalogue (although it could be any old game, if you know what I mean). One token is awarded for every five pounds spent and all entries go forward into the Microdealer Grand Cover Up competition later this year. So get sticking!



► **The future of the software industry lies in these three children's hands. No game gets out of the Code Masters' stable in Warwickshire unless it is given the thumbs up from eight-year-old William Darling (centre). John (left) and Annie Darling (right), who are both aged four, help Willy with PR. (And they seem to be loving it! – Ed)**

NATIONAL COMPUTER GAMES CHAMPIONSHIPS

The final qualifying round for the National Computer Games Championship, sponsored by US Gold and the National Association Of Boys Clubs and organised by Newsfield Publications, hit Leeds in mid-July and featured yet more eager games players battling for the 1988 title . . .

LEEDS
Saturday July 16

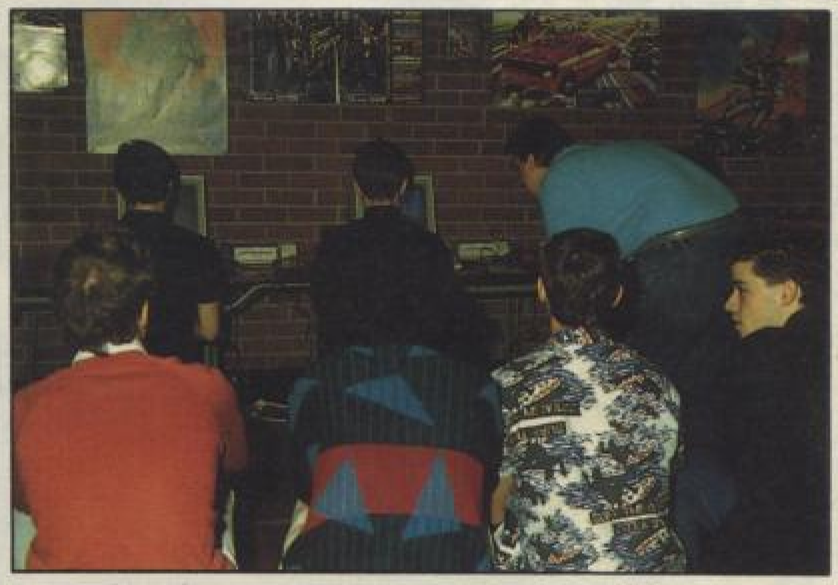
Whether it was due to the weather (just for a change, the sun was shining) or to the Northern temperament (whatever that is), Hunslett Boys Club was graced by one of the largest groups of competitors we'd seen this year. They were already trickling in an hour before the contest was due to start and kept on coming as the morning progressed.

Although *1943* on the Spectrum hadn't been released, it turned out to be more than manageable for most of the competitors.

Playing *1943*, **Philip Sadler**, from West Darlington, notched up a massive score of 55030 within the first few minutes and would have kept on playing long after his bout of ten minutes was up. No-one even came near to achieveing a similar feat until the morning was almost over. Just when it seemed that Philip's lead was safe, **Paul Roberts**, from Sheffield, sauntered up and coolly amassed a mammoth 58380 points and was duly awarded the winner's goodie bag, and a place on the plane to Seoul . . . er, sorry, that's the car to Gateshead. As the results were compared, it turned out that Philip and Paul had outscored their three closest rivals by over 20000 points. Watch out for them in the semi-finals.



▲ **All together now. The Leeds qualifiers say cheese**



▲ **Watching the competitors to see how it's done**

Spectrum qualifiers from Leeds

Paul Roberts (winner)	58,380
Philip Sadler	53030
Damian Collier	29200
Paul Walton	27700
Faron Collier	25770

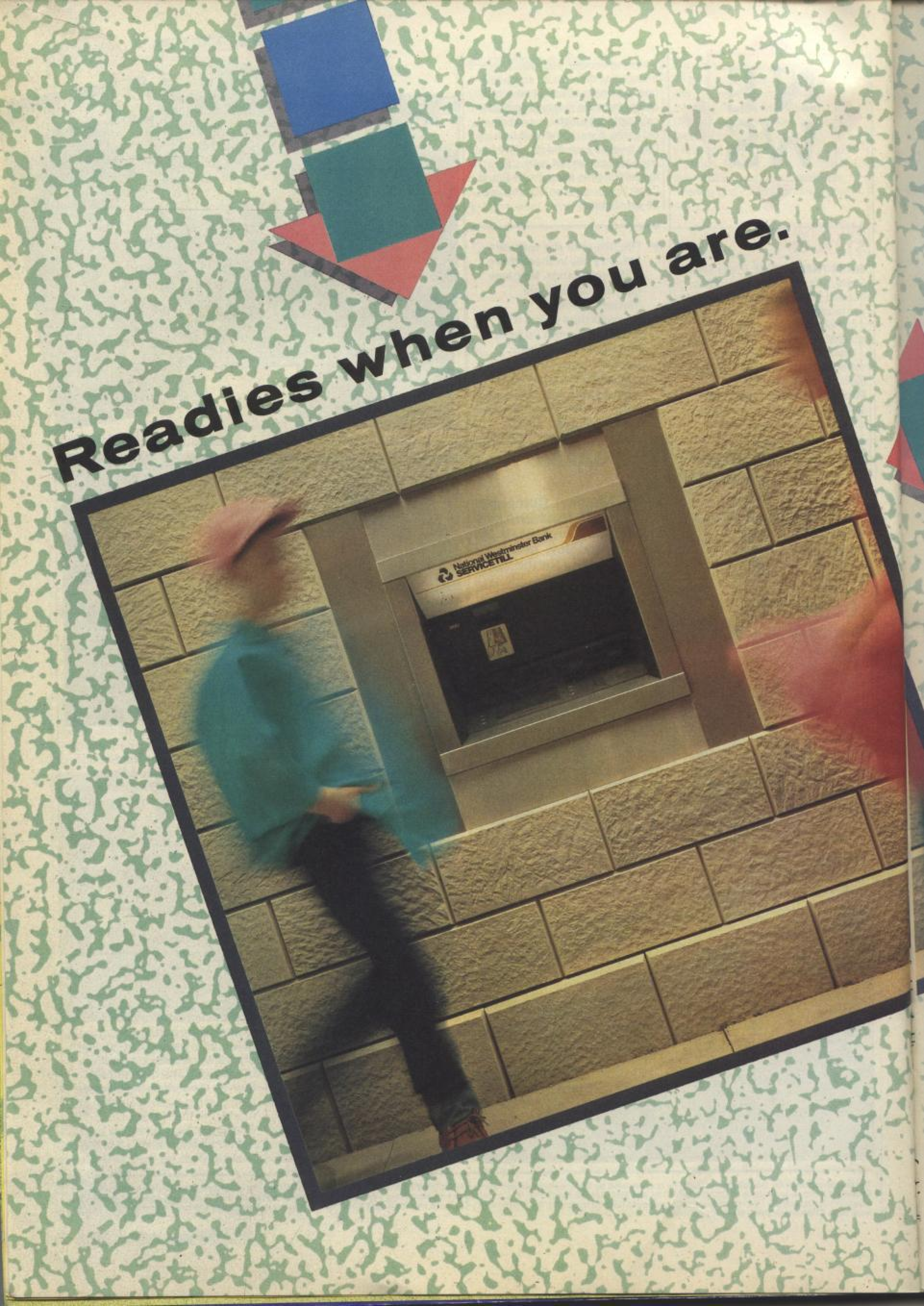
▼ **Nick watches over the frenetic action in Birmingham**



EVER ONWARD . . .

The semi-finals should be over by the time you read this, after which it's time for the real testing as 12 candidates compete for the title of 1988 Computer Games Champion. The finals take place at this year's Personal Computer Show at Earl's Court and everyone's welcome to come along and join in the fun. Even if you don't get a ringside seat you won't miss out as all the action is being shown on a 100 square foot video wall sponsored by Pepsi Cola. Overall winners from the Commodore and Spectrum group both receive £1000 worth of hardware/software courtesy of US Gold. The two winners then go forward to the ultimate test: playing a new game on an Atari ST in the Pepsi Cola Challenge. Stay tuned for next month's announcement of the final placings.

The National Computer Games Championships is sponsored by US Gold in association with the National Association Of Boys Clubs and the Personal Computer Show and organised by Newsfield Limited, publishers of CRASH, ZZAP! 64 and THE GAMES MACHINE. We gratefully acknowledge the kind assistance of British Rail, the British Airports Authority, Dixons for supplying the Spectrum +3s and monitors, Commodore (UK) for supplying the Commodore 128s and monitors, and Konix for the joysticks. And thanks to the staff and members of the local Boys Clubs for all their help and patience!


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● **Post-apocalyptic (that means *Mad Max*) fun on rough-tough roads**

OVERLANDER

Having gone cute temporarily with *Hopping Mad*, Elite have returned to the biff-bang-wallop format with this *Mad Max*–ish game set in a world far different from our own. This futuristic post-apocalyptic type game seems to be very popular with a lot of software companies at the moment. Not that I'm complaining – I like this type of game, and *Overlander* is a good example of the genre. And if nothing else – what about that programmer list!?

We all know that the Earth's ozone layer is being destroyed by the gases used in underarm aerosol sprays (roll it on guys . . .). By the year 2025 there isn't any ozone left and the Earth has been turned into one gigantic desert. Most of the population have been forced to seek shelter deep underground, although there are known to be several vicious gangs still roaming the planet's surface. You take the part of an Overlander, one of a breed of people who live for the customised cars they have painstakingly restored and rebuilt for speed and firepower.

Every erg of power is vital; the Overlanders are the only people who dare to run the gauntlet of the surface dwellers to deliver various items to other underground cities – for a price, of course.

At the start of each mission you're offered two choices of cargo: one from the Federation, and the other from the Crimelords. One will usually offer a larger reward than the other, but the higher the price the more likely the cargo is to be valuable, dangerous or highly illegal. Now that sort of thing worries a mercenary like you, does it?

Well it should, because the higher the price offered, the more determined the opposition will be to grab the goods from you. Half of the money is paid before delivery, helping equip your car with fuel and an arsenal of lethal weapons, including missiles, flamethrowers, battering rams and wheel blades.

Having bought your personal selection, it's out into the hellish wastelands to face the surface dwellers. These roam around in several groups. The Crawlers don't own vehicles, but they do pile junk in the road hoping you'll go a-over-t when you crash into it. And they arrange themselves at various points en route to take pot shots at you. Roadhogs do possess vehicles; large armour-plated limousines easily able to ram you off the road. Kamikazees ride around on booby-trapped motorbikes suicidally living up to their name.

It gets worse. The Offroaders drive around in large pick-up trucks with an armed thug in the back. These guys tote a range of weapons from petrol bombs to the occasional bazooka. But the goods must be delivered, so let's hope that you survive long enough to collect the other half of your fee at the journey's end.

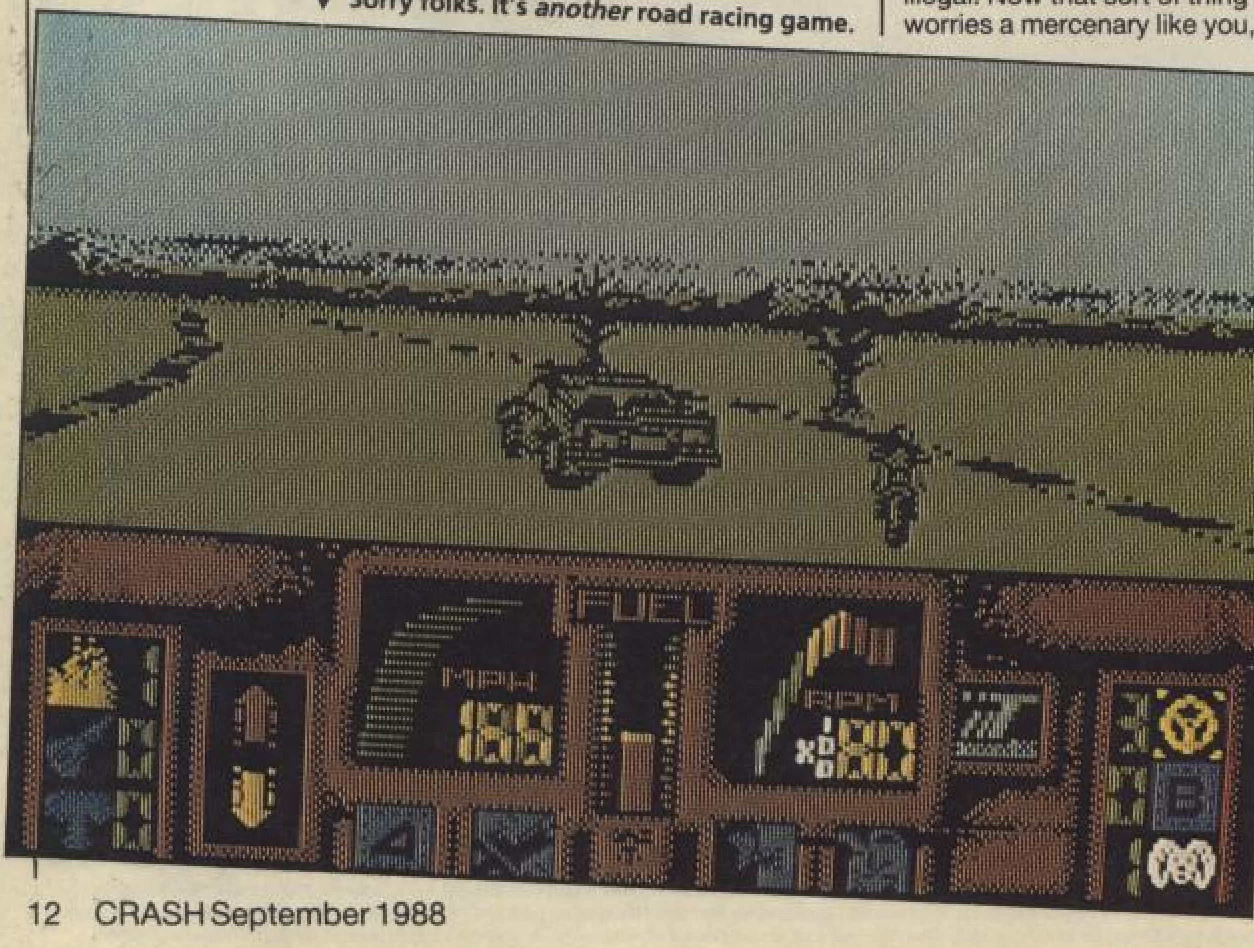
There's tons of challenge as the bad guys try to deal out some terminal roadrash to the brave Overlander: only split-second timing can prevent you from visiting that great car salesroom in the sky. Choose your special weapons with care, because the surface dwellers are bound to cause you some heavy hassle. *Overlander* is just the sort of mindlessly violent game that deserves to do really well!

MARK 85%

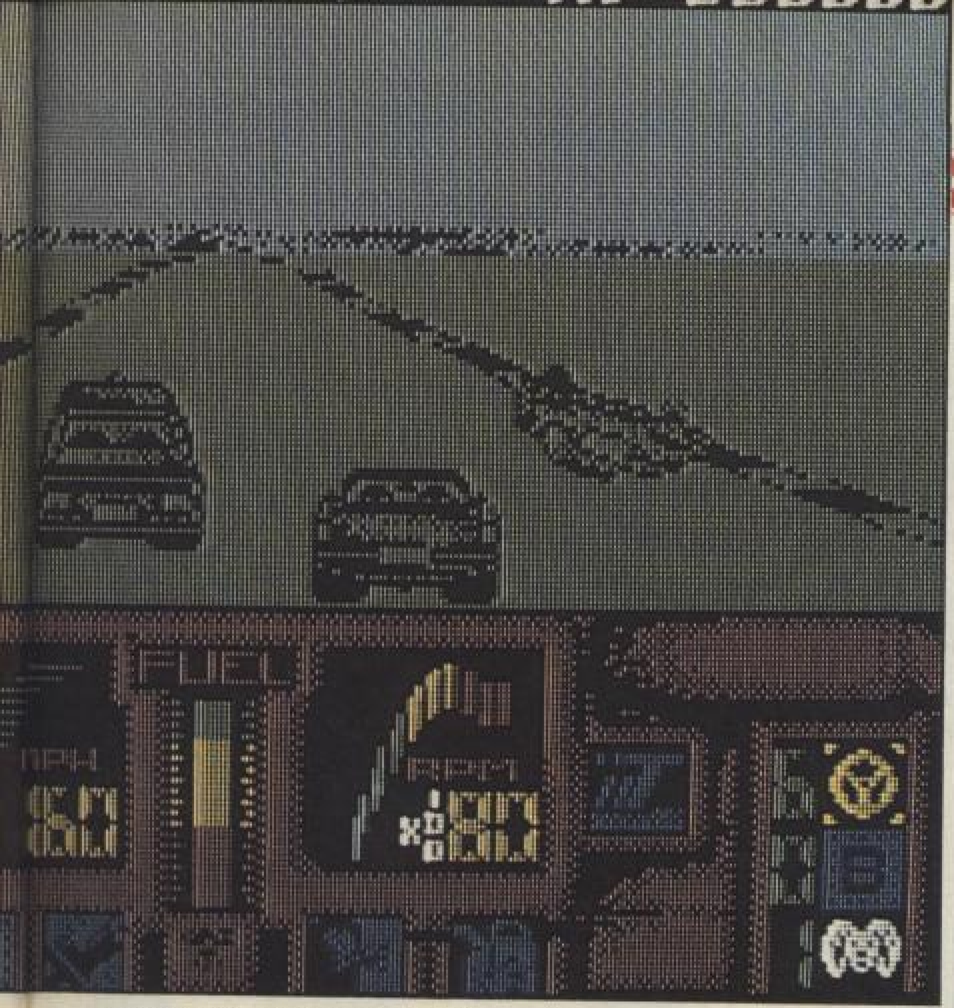
▼ **More rubber-buring action from the folks that brought us *Buggy Boy***



▼ **Sorry folks. It's *another* road racing game.**







▲ Can you stand action of this pace?

Producer **Elite Systems**
Out of pocket **£7.99 cass**
£12.99 disk
Authors **Mark Haigh-Hutchingson, Gary Tonge, Peter Tattersal, Mark Cooksey, Simon Cook, Richard Underhill, Darren Pegg**

GETTING THROUGH IT

- Buy a turbo charger and several flame throwers to begin with.
- When a motorbike comes from behind you, brake and blast it to smithereens.
- Save special weapons for the armoured pick-up trucks.
- When driving through the middle of the firing Crawlers at the side of the road, weave left and right to avoid their shots.

Roadblasters, *The Fury* and the soon-to-be-released *Fire And Forget* from Titus, not to mention Hewson's *Eliminator* – this type of game is definitely 'in'. Anyway, *Overlander* is marginally the best 'road-blasting' game I've seen so far. The added interest of buying weapons before your journey down the highway to hell involves a certain amount of strategy. Soundwise, there's unfortunately nothing special although there are atmospheric engine noises on the 128K to add to the realism, but *Overlander*'s undulating road and varied enemies make it so exhilarating and challenging. Highly recommended to fans of the genre.

PHIL 86%

KATI *Overlander* really lets you tear up the highways, mangle maniac motorbikes and get down to burning some serious rubber. The scrolling and sound effects (including ear-piercing tyre-screeching) create an exhilarating sense of uncontrollable speed. It's sometimes a bit hard to see what's ahead, especially going downhill, but steering the the car isn't too tricky, so that doesn't matter too much. What makes it a very good – rather than a *really* excellent – game is its repetitiveness. Flamethrowers, bullets and missiles all seem to have been cloned from the same set of prototype pixels and the surface dwellers look like a race of identical twins. The only thing that distinguishes one mission from the next is the shading of the backdrop. Good fun, but the action won't singe your eyebrows off.

83%

THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair
Graphics: large, well-defined vehicles drive purposefully along monochromatic roads
Sound: growling engine and screeching tyre effects, not a bad 128K tune
Options: definable keys
General rating: fast, smooth, playable – hot stuff!

Presentation	81%
Graphics	79%
Playability	86%
Addictive qualities	85%
OVERALL	**85%**

STOPBALL

Producer **Mastertronic**
Out of pocket **£1.99 cass**
Author **Dro Soft**

Break out the bats again, here comes *Stopball* – a two-screen bat and ball game loosely based on the *Breakout* theme.

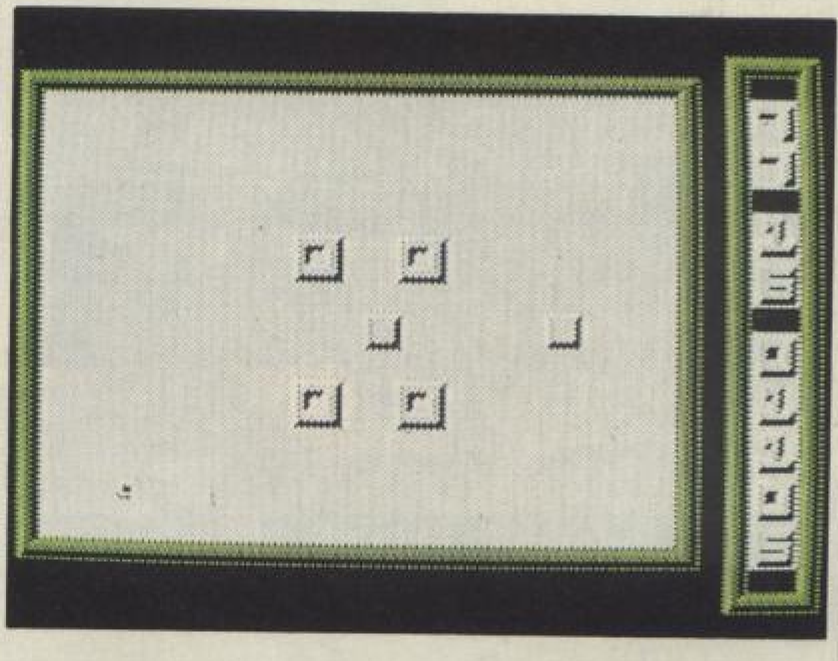
The first screen is empty except for a bat and a bouncing ball. Using the bat, the player has to keep the ball in the air. If it hits the ground you score nowt, but if the ball is kept off the deck successfully, a large score is quickly accumulated. A single block can be dropped anywhere in the playing area and this deflects the ball if you aren't quick enough. Although you cannot die on this screen, a timer slowly ticks down to zero, and when this occurs you move onto the second section . . .

Which consists of eight blocks, one in each corner of the screen, with the other four set in the shape of a cross in the centre. The idea is to visit each of the eight blocks, whilst avoiding the vicious bouncing balls which roam the screen. In this instance, if you're hit you're dead and as you only have one life, that means end of the game. If this is successfully negotiated, it's back to the first screen again, only this time the game is tougher to bat, er sorry, beat.

And in fact, being beaten over the head would be a relief, because 'boring' is the only word I can use to describe *Stopball*: two screens each as snooze-inducing as the other. I wouldn't mind quite so much about the lack of screens if they contained a bit more challenge, but whacking a ball around the screen with a bat won't strain anyone's intellectual capacity (though I'm damn sure it will try their patience). I for one, did not get very far into the game but this is a fact that won't bug me too much.

MARK 18%

▼ No this isn't just the title screen – this is the game



PHIL Crikey, the writer of the inlay was really scraping the barrel in describing this as 'two mega screens of skill, speed and coordination'. Truth-drug to say, the description would probably have been: 'just two screens of boring drivel with minimal playability'. The first is ridiculously simple, the second simply boring. With graphics of similar quality, *Stopball* offers virtually no playability and zero addictiveness.

16%

THE ESSENTIALS

JOYSTICKS Kempston **SOUND** pardon?
24% **GRAPHICS** bland, mono sprites float aimlessly on dispiriting background
21% **PLAYABILITY** Very little fun indeed
12% **ADDICTIVE QUALITIES** Some, perhaps, for the very youngest of players
OVERALL 17%

Producer **Cascade**
Out of pocket **£9.95 cass**
£14.95 disk
Authors **Tony Warriner, John Lewis, Sean Conran**

● The average age was n-n-n-n-n-nineteen – but you already knew that

19

Part One

BOOT CAMP

Deep trouble, man, like, wow it's Viet Nam time – 1965 to be precise – and all-American kid that you are, you've just received a letter calculated to forever shatter the comfortable world you've always known – you've been drafted.

The one really annoying thing about *19 Part One – Boot Camp* is the pedestrian multiload (+3 owners are extremely lucky). However, once the game has loaded, you realise that Cascade have come up with the goods and it really is worth all the waiting.

All over God's own country college kids, issued with dog tags and uniforms, are embarking on a period of combat training to get them ready for life in the battlezone. *19 Part One – Boot Camp* takes the player through the rigours of basic fitness and combat training and is the prequel to the no-surprise-soon-to-be-released *Part Two* which will put the player right into the combat zone in Nam. The game was inspired by Paul Hardcastle's No 1 single of the same name: the average age of the American soldiers in Viet Nam was n-n-n-n-nineteen – but you already knew that.

It's a long time before draft dodging became the national American teenage sport, so you find yourself with up to three other draftees, clutching your individual draft numbers, getting ready to take part. Each one guides his rookie private through four multiloaded stages of training. The first task awaiting fresh recruits is a daunting assault course. There are walls to climb, ditches to cross, tubes to crawl through and the whole procedure must be completed within a set time limit.

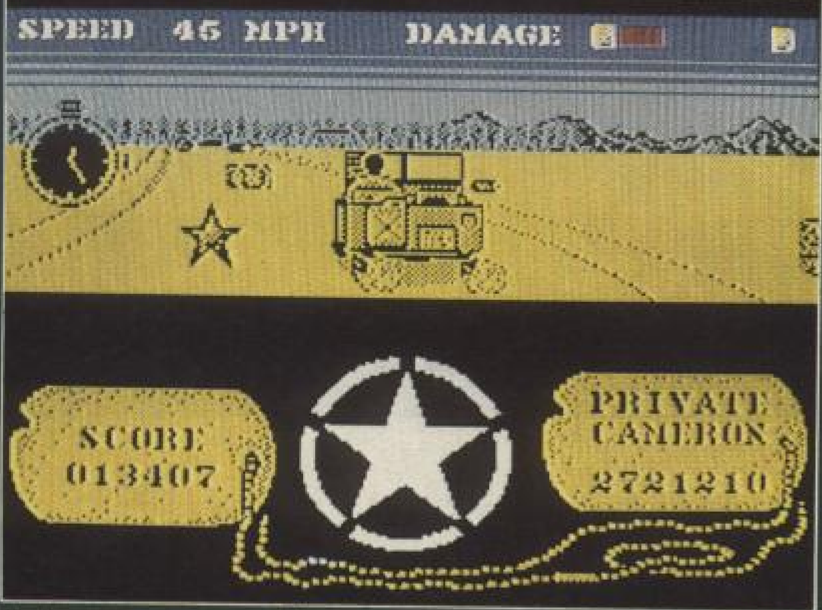
The horizontally scrolling assault course contains plenty of different obstacles for the unfit recruit to clamber and jump over – mastering jumping is difficult at first as expert timing is necessary to set the power bar. To clear a hazard, you need to keep fire continually pressed to ensure that the power bar remains at the correct level. If power is too high or low, you just run slap-bang straight into the obstructing fence or set of monkey bars with no alternative but to go back, red-faced and stripey-bruised, and reattempt it, wasting valuable time.

At the end of all this, you may feel like collapsing in a shivering, shaking heap with a can of Colt 45 (OK, Schlitz if you prefer) . . . No chance – forget your aching back and blistered feet and get down to the shooting range. Here, a series of cut-out figures pops up from behind a set of walls and bushes. In addition to pictures of the enemy, there are figures representing women and children. Shoot a civilian, and a massive 1000 points is knocked off your score.

Though the shooting event simply involves moving the gun target around the area and firing at the cut-outs, the section's playability is improved by the inclusion of the innocent women and children (although I thought American soldiers in Viet Nam were instructed to shoot anything that moved). Unless you achieve the target number of points within the given time limit, you're out of the course. (Back to civvies? Nah, unlikely, they'll probably bung you in the potato-peeling squad to learn how to make large French fries to go.)

The other two events contain plenty of great gameplay – the jeep driving is particularly exhilarating. There you are at the jeep's





▲ Jeepers creepers – where are we heading now?

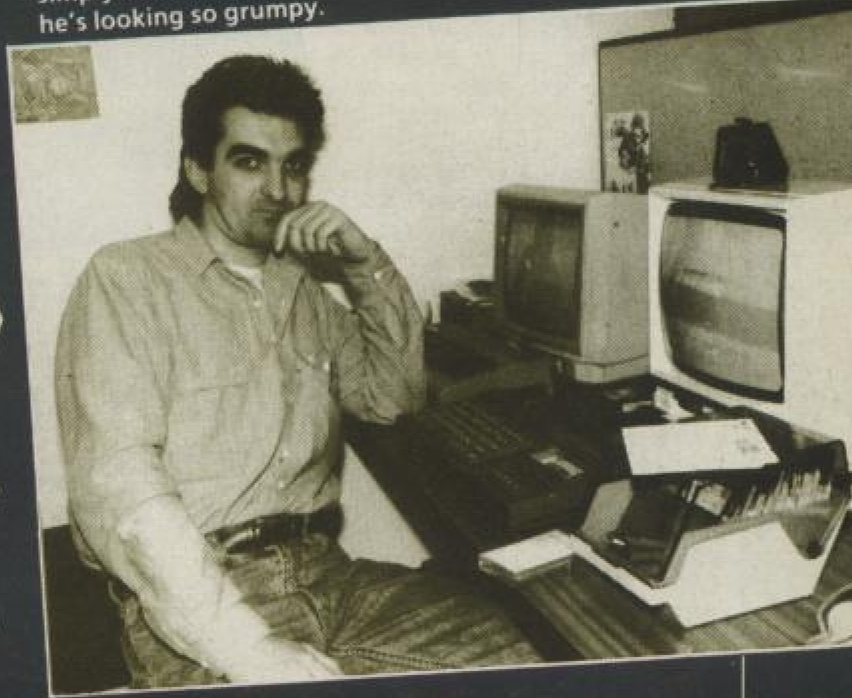




▲ Beating that slimey Sergeant to a pulp



▼ The man responsible for *19 Part One – Boot Camp*, simply known as Shaun. And, no, we don't know why he's looking so grumpy.



wheel hurtling down an obstacle-strewn road, which contains many hills and dips. Army paraphernalia, such as boots and helmets, litters the road and can be collected for a bonus. Hitting other obstacles reduces the jeep's top speed, reducing its chances of finishing within the time limit.

Having made mincemetal of a perfectly serviceable army vehicle you're let loose in unarmed combat. Various moves are accessed in traditional beat-'em-up style. Practise them deftly enough and you may even get to beat the drill-instructor in a moment of sweet revenge. Having participated in all the events, the soldier is given a rating for each – these can be saved to tape for use in the sequel when it's released.

Although I consider none of the four sub-games is superb in its own right, together they make up a great package – I can't wait for the s-s-s-s-sequel.

PHIL 90%

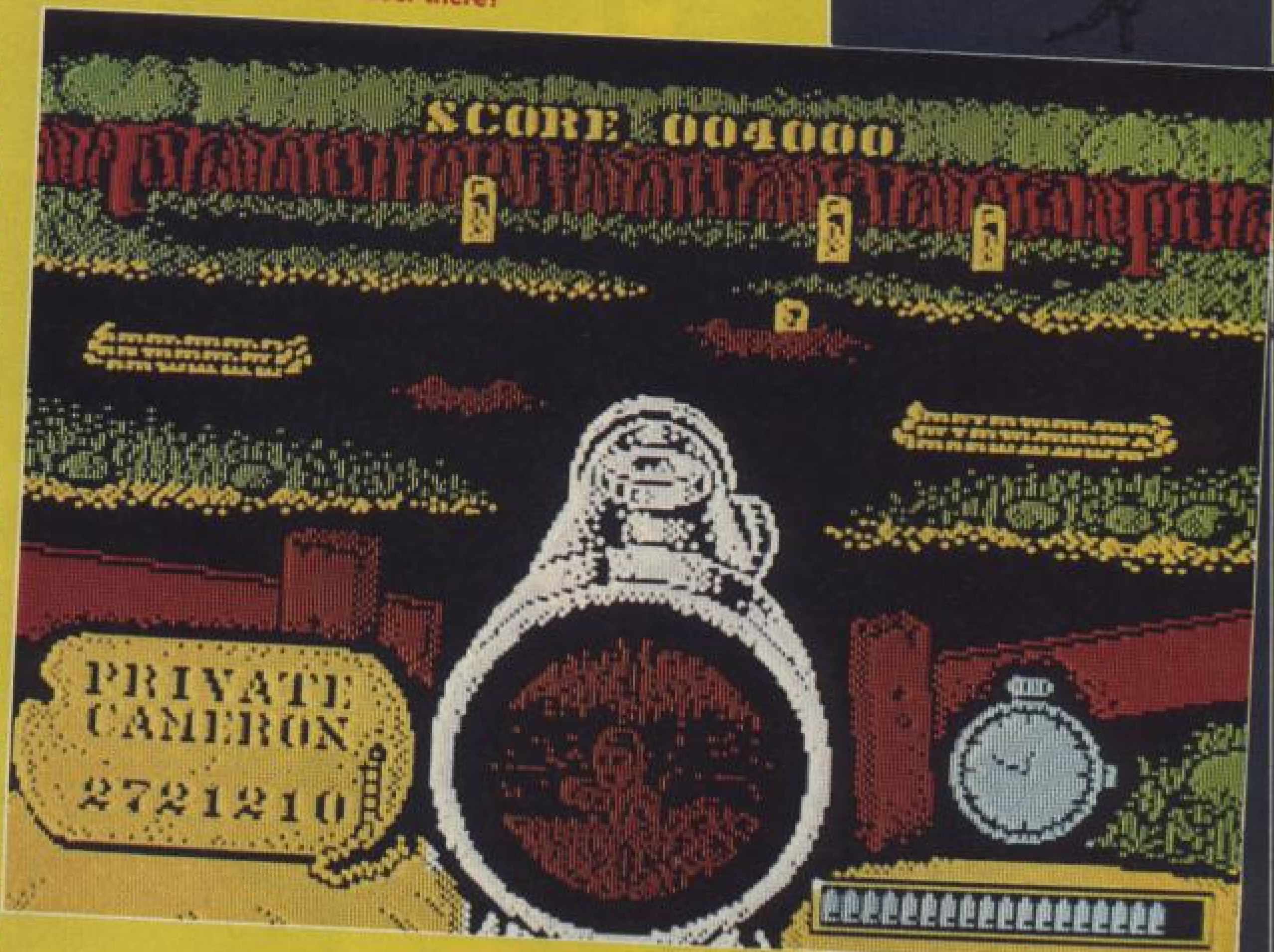
▼ Get your butt over there, you stupid rookie!



ASSAULT AND BATTERIES INCLUDED

- On the assault course, keep fire pressed until almost reaching each obstacle.
- When you jump onto the monkey bars, immediately waggle the joystick like mad to swing from them.
- Be careful on the shooting range, smearing women and children is not only cad-ish, it loses you an awful lot of points.
- When shooting, keep an eye on the top picture to watch for new targets appearing.
- Pick up as many bonus objects as you can in the jeep driving section.
- Stay in the middle of the track until an obstacle gets in your way.
- In combat practice, use high and low moves alternately to confuse the sergeant.
- Use 'hit and run' tactics against the him in combat practice – don't just stand there and trade punches.

▼ Is that my Aunt Mabel over there?



N-n-n-no doubt about it, this is a brilliant game. Each training event could be released separately as an individual game and it would still be worth the money!

All the graphics are excellent, especially the 19 logo and the title screen by Conran (wasn't he in Skippy's On The Screen?). The 128K tune is of course the Paul Hardcastle hit and with digitised speech on top of that, the soundtrack is an audio masterpiece. Some events are quite difficult to begin with – especially the assault course which is the most frustrating section – though the jeep training in particular is just good fun. Unfortunately, 48K users lose all the excellent audio but everything else is the same. As with almost any game today, *19 Part One* is a multiload, but this doesn't spoil its addictiveness at all. Like the others, I can't wait for the sequel, *Combat Zone*, even though in 1965 I'm sure the real all-American kid had quite other feelings!

NICK 92%

MARK 'Get ready soldier', growls the voice of the drill sergeant as the brave private subjects himself to the rigours of basic training in this Combat School–esque game. A great deal of hand and eye coordination is needed to survive the training necessary to turn you into a lean, mean fighting machine and though at first the sergeant's stopwatch will beat you, a little practice soon does wonders. All the events are well presented (my favourite's the shooting range) they provide a great challenge. Cascade have even gone out of their way to construct a link between the two parts of the game. Knowing that your performance at *Boot Camp* can affect your performance in follow-up *Combat Zone* gives a strong incentive to do well. Ten'hut! – by the left – ker-weeek march . . . left, left, left-right-left.

90%

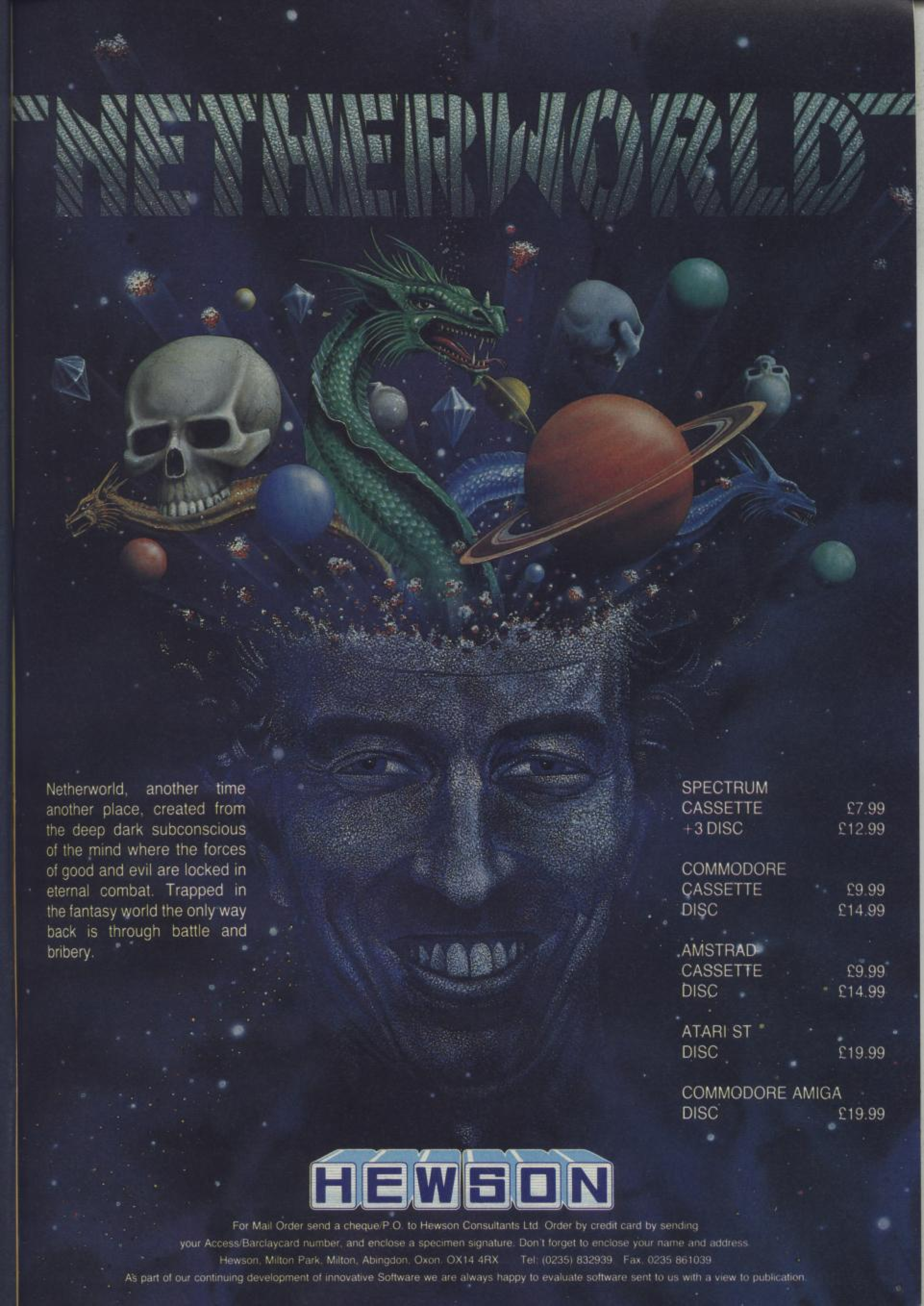
▼ Right – I've got the Sergeant . . . now where's the drill?



THE ESSENTIALS

Joysticks: Kempston, Sinclair
Graphics: well-designed sprites plus plenty of graphical variety in the four events
Sound: great Rob Hubbard soundtrack on 128K plus a snippet of digitised speech
Options: up to four players, and save scores for the sequel
General rating: a superb package of four well-presented playable events which gives great value for money

Presentation	93%
Graphics	89%
Playability	92%
Addictive qualities	90%
OVERALL	**91%**


NETHERWORLD
Netherworld, another time another place, created from the deep dark subconscious of the mind where the forces of good and evil are locked in eternal combat. Trapped in the fantasy world the only way back is through battle and bribery.
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STOP. PRESS

THE

History in

The first 3 years

Computer Industry sources spoke of alarm and disquiet today as US Gold – Europe's forerunners in home entertainment software – announced plans for a September release that marks a milestone in the development of the home computer industry. Titled "HISTORY IN THE MAKING", it chronicles the early giant successes of this exciting industry and is regarded by many experts to be the finest single collection of computer games ever produced...... a real must for computer enthusiasts and a true collector's item to be treasured for years to come.

In just four short years home computer entertainment has grown into a furious and exciting industry not only bringing much pleasure and enjoyment to many youngsters throughout Great Britain and Europe, but creating a whole industry that has made enormous strides forward in technology and the standards of entertainment.

No company has done more to advance the cause than US Gold. Deriving its name from the early activities of importing software from America and adapting it for the home market, US Gold has constantly led from the front, outstripping competitors in satisfying the demands of an increasingly discerning public. US Gold now stands firmly at the head of a very stable and vital industry leaving behind it many memorable and outstanding achievements.

Now the company has announced plans to create another shockwave – it's taking those early masterpieces from its own outstanding success and bringing them together in one collection – 15 true classics in all. A spokesman for US Gold is not surprised at the market's reaction when he commented to our reporters: "US Gold *is* the entertainment software industry in the UK and now Europe.

"In short, the collection will appeal to everyone - it's not just a compilation of games but a true chronicle of the development of this fantastic industry of ours."

It's hardly surprising our competitors are unhappy. From the very early days we were the innovators and we therefore developed some real innovative games – games that can be called classics of their time.



NEWS

NEWS

NEWS

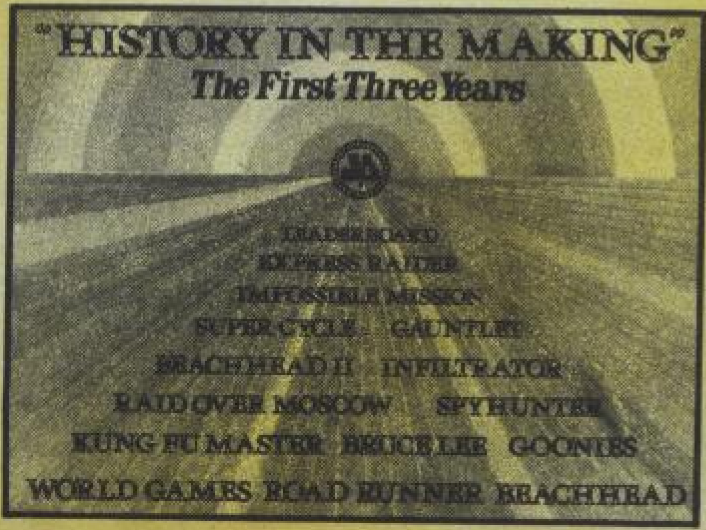
NEWS

MONDAY, 19TH SEPTEMBER, 1988

n the Making

No one has achieved so much and no one is able to command such outstanding software. Now a mature market is in residence, we decided that the time was right to make a bold statement about how significant and impressive computer software is, we therefore collected together these classics – collected from only our first three years – and are to publish them in one historic pack. Many of today's enthusiasts may have been too young to have played the originals – it's obviously a real treat for them and many of the older players will treasure the value that such a collection offers. In short, the collection will appeal to everyone – it's not just a compilation of games but a true chronicle of the development of this fantastic industry of ours."

BEACH HEAD... the leader of the pack, US Gold's 1st quarter of a million seller. **BRUCE LEE...** the first famous face to join US Gold. **SPYHUNTER...** Bally Midway's armoured car classic became a home computer cult. **RAID...** Impressive yet controversial, Raid hit the headlines in the national press. **GOONIES...** Spielberg film translated into the first simultaneous two player interactive arcade game. **SUPERCYCLE...** the Epyx spectactular on two wheels. Fast and furious – an all-time racing classic. **WORLD GAMES...** around the world with 8 incredible, and unusual events by Epyx. **EXPRESS RAIDER...** a rootin', tootin', arcade action – the Easter hit of that year. **INFILTRATOR...** arcade, strategy simulation – all ingredients that culminated into a European No. 1. **BEACH HEAD II...** tough action sequel, another monster chartbuster by Access. **GAUNTLET...** the biggest selling computer game 1986/87, over 300,000 sold – the 1st great arcade conversion. **ROAD RUNNER...** the summer No. 1 of that year – cartoon, coin-op capers from Atari Games. **IMPOSSIBLE MISSION...** the benchmark test for all subsequent platform games, still regarded by many as one of the greatest computer games of all time. **KUNG FU MASTER...** a Gallup No. 1 – Data East – often imitated, never emulated. **LEADERBOARD...** *"This is the sports simulation of the year – if not the decade"*, Zzap 64.



The games selected to honour this special collection are each of outstanding merit in their own right ...

Besides its possession as a collection piece the package is considered by many to offer unheard of value for money and an opportunity not to be missed. Many computer enthusiasts await eagerly the mid-September release and comments such as "I've started saving now...", "I wasn't into computers when the early releases came out, I'm looking forward to playing them now...", "I've only heard of such games as Beach Head, now's my chance to see what I've missed..." are common amongst the players that we've talked to.

"But the real winners are the buying public – it's fantastic value."

Perhaps one of the most informative comments was made by an industry insider: "US Gold seem to have done it again. Whilst we're all happily constructing compilations from any product we can find and offering them to the public as value-for-money packs, US Gold have put together the finest collection of classic games ever assembled and the support material and give-aways will be just as good and up to their usual amazing standard. Quite simply, I think we're all stunned once again, but the real winners are the buying public – it's fantastic value."

Where will US Gold go from here – well no one knows, all we can really say is that if they keep going on making history like this then they can only keep going on from success to success and all computer owners will be pleased for that to continue.

GAMES: Winter Edition

● **Loads of cold snowy fun with toastie feet**

Producer **Epyx/US Gold**
Piste costs **£8.99 cass**

Really odd, you're saying to yourself (aren't you?), to release a decidedly wintry game in the middle of summer. Have the marketing men got it wrong, I hear you ask? Well perhaps they got it late, but an American software house could be forgiven for their confusion – with our lousy weather, there's hardly much difference between summer and winter!

Epyx's original *Winter Games* was well-received, and even though *Games: Winter Edition* continues the same theme, it portrays a few new events plus the old ones in a different style.

Up to eight players can compete against each other in seven events, each competitor trying to win that elusive gold medal. Players can choose any of 17 nationalities and hear the appropriate national anthem played and see the country's flag unfurled if successful in an event – an addictive factor in itself. You can compete in all, some or just one event (useful if you're not a keen all-rounder like Nick Roberts). And any event can be practised.

First event is the luge – a sort of tin tray – where contestants hurtle down one of four icy toboggan tracks at terrifying speeds with only a thin body suit for protection! Speed is increased by keeping to the centre of the track, achieved by steering against the corners to stop outward drift.

Next is the stamina-testing cross country skiing, where careful timing, rather than mad joystick waggling, ensures fast progress. Race over either a 1km, 2km or 5km course.

Then it's on to the more delicate sport of figure skating. You can choose to skate to one of eight pieces of music. Points are scored by performing moves, selected from the eight available, in time to the music.

From art to danger and the ski jump, where the competitors fly off the end of a rather large ramp and try to land without breaking their legs! Another skiing event is the slalom where you weave in and out of flags as fast as your little skis will take you.

Then it's back on to the ice for some more skating but this time against the clock as you slide round a huge oval in the speed skating event.

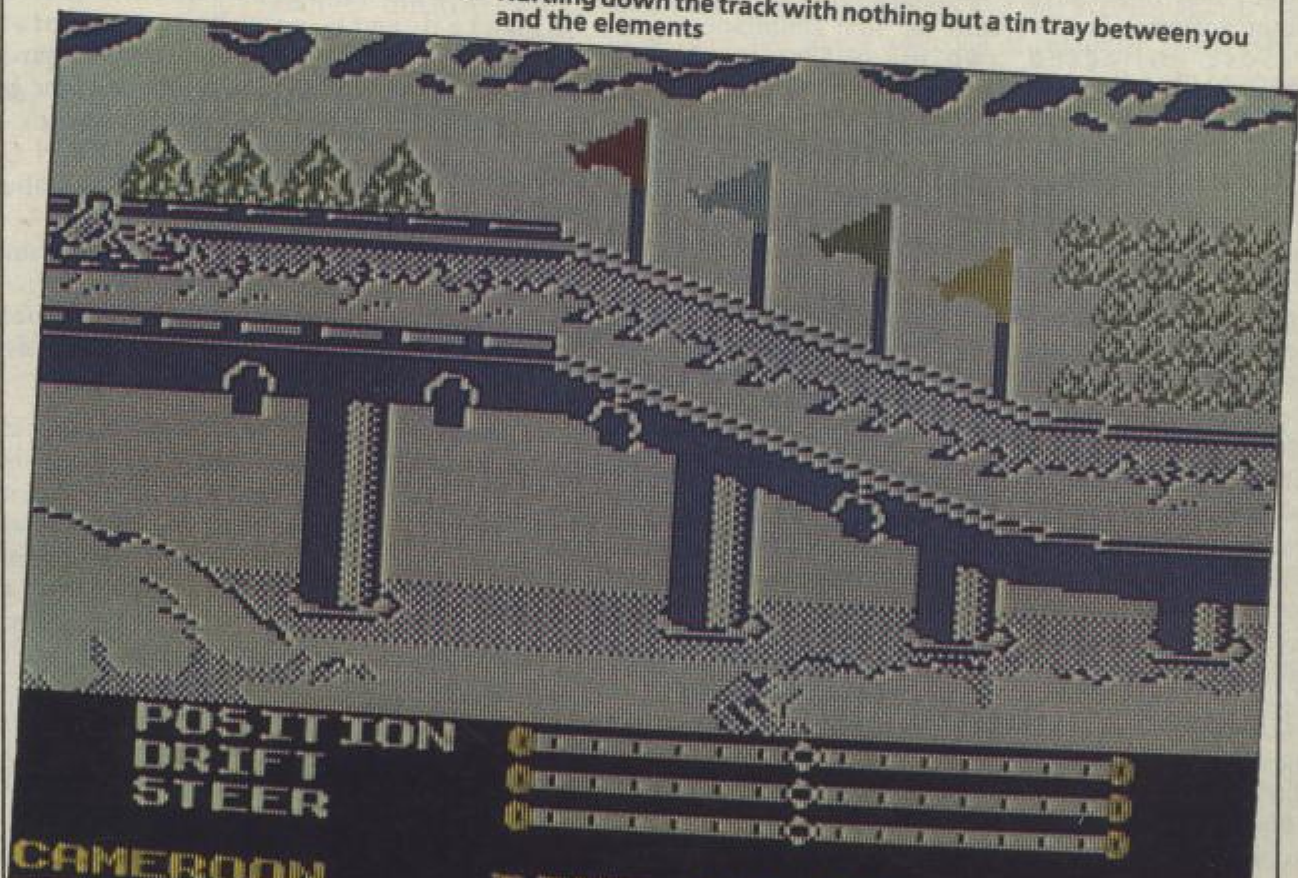
Finally, the downhill skiing course is strewn with gates through which skiiers pass while hurtling down the mountain . . . aaarrgghhh!

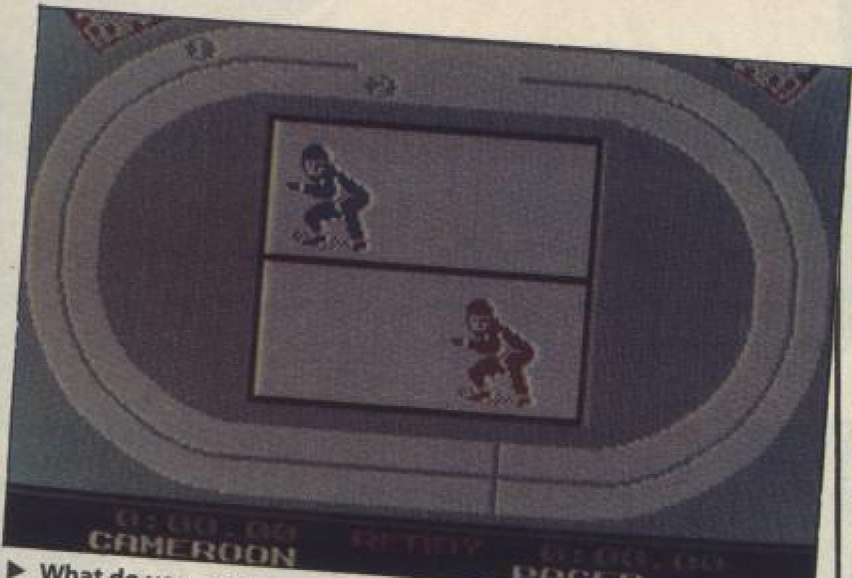
The oval track speed skating in this version is definitely more playable than the equivalent event in *Winter Games*. But it's a pity the biathlon has been replaced by the less interesting cross country though, as the latter simply involves rhythmic joystick waggling. This simplicity is also present in several of the other events: the luge seems to hurtle down the track on its own, with the player just making fine adjustments to the steering – and it never crashes! Despite a general lack

▼ **From now on it's downhill**



► **Hurtling down the track with nothing but a tin tray between you and the elements**





▶ What do you mean, you don't know which way to go?

of comprehensive control, the seven events are still very playable and with a few friends gathered around the computer, you can have a great competition. Sports fans should lap it up.

PHIL 82%

NICK The seven events are all excellently presented and each one is as addictive as the last. The graphics are well-animated and the control method is similar to the real thing (very hard!). There is 128K music throughout the game with the different anthems and spot effects in each event. It would have been nice to have a fun event like hotdogging as well as the usual slalom and downhill, but even as it stands, *Games: Winter Edition* is great.

82%

JOYSTICK MANGLING'S HERE AGAIN!

- In the ski jump, the end of the ramp occurs just after the dotted centreline changes; don't jump till the last possible moment.
- Also in the ski jump, try and keep your man perpendicular to the slope (*perpenwhaticular?* –ED)
- In the luge, try and memorise the track so that you can anticipate corners . . . and don't tell me you don't know what 'anticipate' means, Dom, I've seen you slavering at the thought of a cream bun . . .

And talking of cream buns, yes guys, it's joystick mangling time again! *Games: Winter Edition* relies largely on your reflexes and coordination – whether it's getting to grips with the tin tray-sized conveyance in the luge or mustering the sheer iron will needed to attempt the mind-boggling ski jump (yes, now you too can be Eddie Edwards and land downside-up). The practice mode is handy because I can assure you that much practice is needed to win as many gold medals as possible. The one-player mode is enjoyable, but at CRASH Towers we found it more fun in a gathering, competing against others adds a great deal to the atmosphere.

MARK 76%



▶ Weave through the flags or you'll turn into a giant snowball

THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair
Graphics: virtually all possible perspectives are used in various events: vanishing point 3-D, isometric and 2-D. PLUS a neatly presented front end
Sound: a superb variety of tunes for each nation and event
Options: definable keys. Up to eight players can participate in all, some or just one of the events. Extremely useful practice option
General rating: although the events involve simple control, together they make up a fun sports package which is especially playable with friends – the more the merrier!

Presentation	83%
Graphics	76%
Playability	81%
Addictive qualities	79%
OVERALL	**80%**

SKATEBOARD KIDZ

Producer **Silverbird**
Out of pocket **£1.99 cass**
Author **Andrew Rogers**

After *720°*, the trendy craze of skateboarding reappears in Firebird's *Skateboard Kidz*.
Pushing his foot against the ground to move, the skateboarder travels through a vertically scrolling, isometric 3-D cityscape. Jumping and negotiating ramps, you can collect the letters S, K, A, T and E. If all five are obtained, you're rewarded with a piece of a bronze, silver or gold skateboard.

In the 'old days' nice kids collected garbage for infirm old ladies, but things have changed. Next comes a street scene, where the kid collects garbage to *hand in* to an old lady who gives him a bonus in return. We're not told what she does with the rubbish.

Cats and other enemies patrol the pavements ready to knock your kid down. If you get through the street intact, you can race against another kool dude, dodging various obstacles, in a bid to be the greatest Skateboard Kid in town.

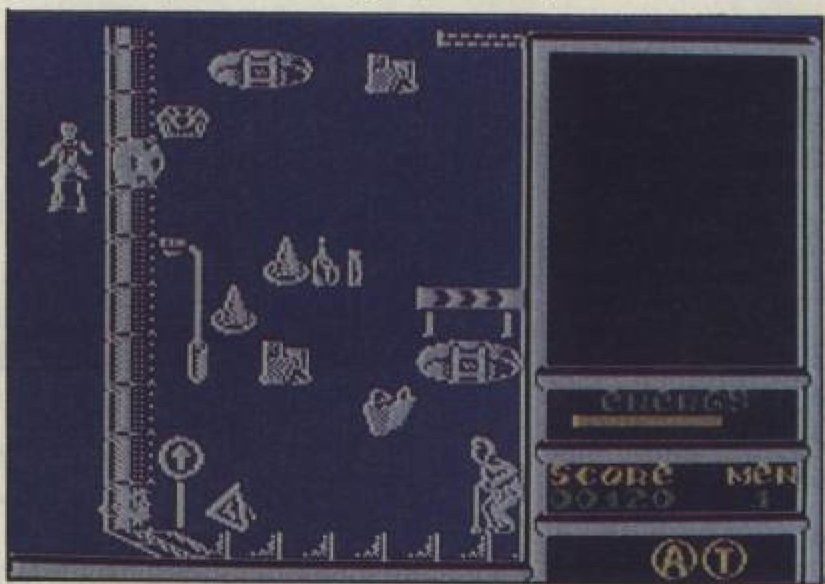
Despite its gimmicky title, *Skateboard Kidz* turns out to be a competent little game with some decent 3-D graphics and plenty of sound (though the in-game music gets a bit irritating after a while). Control of the skateboarder is very simple, but with so many obstacles around, progress certainly isn't easy. Judging the right speed of approach to tackle the ramps is particularly tricky at first. Once you've mastered the jumping technique, however, collection of the letters does get easier. I still can't figure out why an old lady should want a bag of garbage, though. For two quid, *Skateboard Kidz* is a playable little game, although its lastability is doubtful.

PHIL 75%

NICK *Skateboard Kidz* is a fun game to keep you occupied for some time. The background graphics are quite effective though they're let down by the sloppy main character (he has a square head!) and the monochrome. The scrolling is smooth but does slow down when you change direction, though generally the animation isn't bad. The only almost unbearable feature is the sound; a grating tune accompanies the title screen and there's more droning all through the game. It would have been better if they'd just stuck to the sound effects. *Skateboard Kidz* will brighten up a rainy afternoon but I doubt it will have much lasting appeal.

60%

▼ The skateboard's revenge



THE ESSENTIALS

JOYSTICKS Kempston, Cursor, Sinclair **SOUND** three equally annoying in-game tunes plus digitised speech **OPTIONS** definable keys. Choice of three pieces of music

69% **GRAPHICS** Detailed mono backgrounds scroll well, clumsily drawn characters

69% **PLAYABILITY** Easy control, playable for a while . . .

64% **ADDICTIVE QUALITIES** . . . but doesn't hold much lasting appeal

OVERALL 68%



● **Stomp tanks and barbecue soldiers**

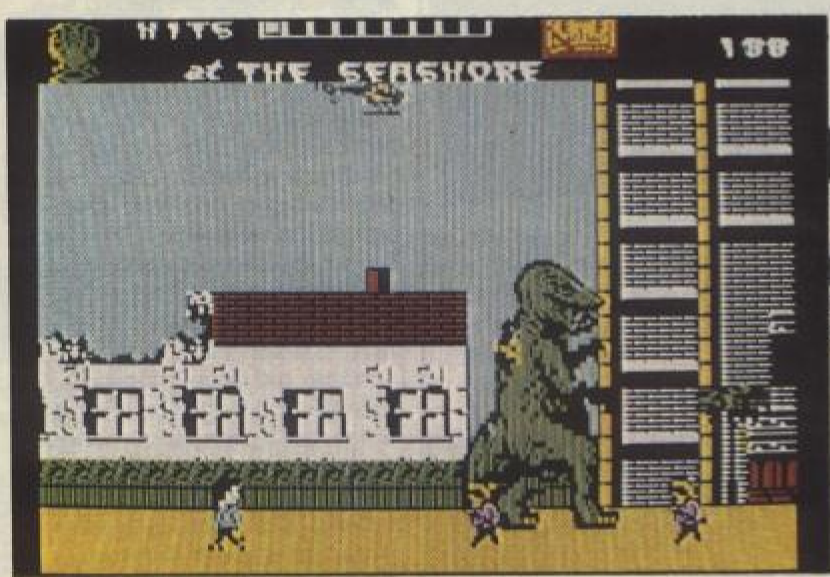
T-WRECKS

The humans are aware of your presence! They send out their armed forces to intercept you. Tanks? – you stomp on them. Helicopters and jets? – you swat them from the skies. Soldiers? – frazzle them with your fiery breath and eat them for breakfast. Oh, what a rotten swine you are!

But *what* are you? Nothing less than a nightmare Godzilla escaped from a Japanese science fiction movie in this stompingly good-fun bash-'em-up from Gremlin. A bunch of meddling explorers have nicked some of your eggs without asking, and my, my, are you angry. A quick rampage through a variety of Japanese locations is needed to recover them and teach those meddling humans a lesson they won't forget.

Unfortunately, these revolting humans have guns which do a lot of damage to your delicate hide. A hit meter registers the amount of times the enemy manages to shoot you but, to regain strength, try eating a few of your attackers – serves 'em right anyway.

Don't just take it out on the humans, though – kick the heck out of their buildings as well (whoops, sorry, was that your house I just sat on?). Apart from your outsize food chompers and claws, barbecue breath also comes as standard equipment, though it's important to keep a reptilian eye on the meter at the screen's top-right to see whether you have a full charge. If empty, you'll need a refill fast.



▲ **Stomp, trample, munch, munch . . . BURP**

When the stolen eggs are recovered, finding a handy dandy nuclear waste dump is just the ticket. Not only are these dumps very, very tasty, but bury the eggs in them and they hatch into baby monsters to carry on the good work should you fail (okay, it means extra lives). And you're not alone. Fellow monsters are also keen to join in the human bashing. To complete your mission you have to defeat three of them in combat.

The most amazing thing about *T-Wrecks* is the amount of colour used without much attribute clash. The massive green reptile smashes her way through levels of tanks and helicopters with great style – she's well-drawn and the animation's not bad considering her large size. Even more astounding is the way she breathes fire, burning buildings to a frazzle.

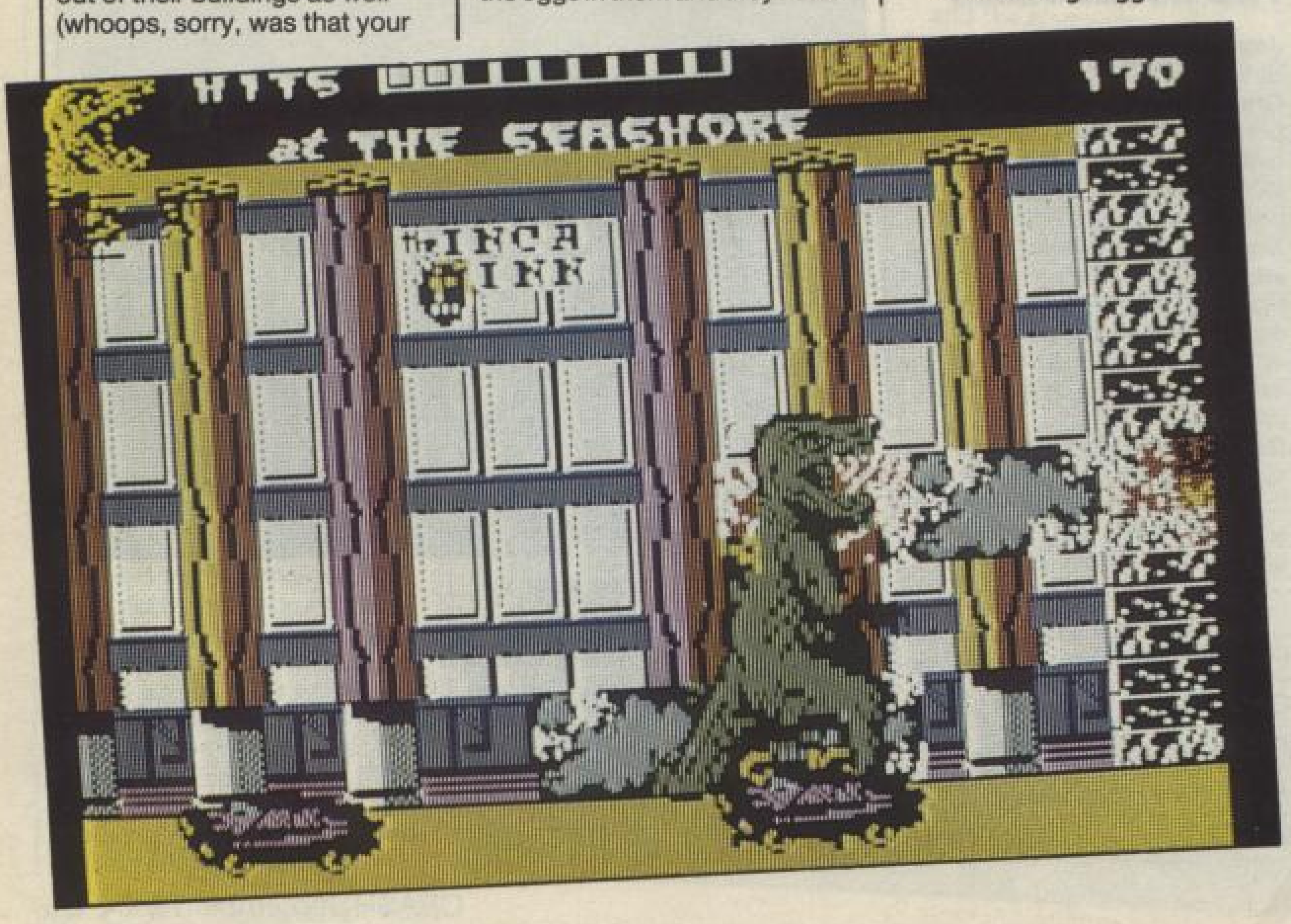
The 128K soundtrack contains some catchy little tunes and the effects are just as good. The little soldiers squeak in pain when they're eaten or jumped on – and why not? – while the dinosaur makes a great stomping sound as she walks. This technical excellence is matched by the gameplay; it's great fun smashing the buildings and breathing fire on the tanks and cars. The various levels get progressively harder and should provide plenty of challenge for even the best of game players. Climbing and smashing buildings is reminiscent of *Rampage*, but the scrolling landscape and more varied enemies give *T-Wrecks* extra lastability. It deserves to be a gigantic hit!

PHIL 90%

MARK *T-Wrecks* is g-r-r-r-reat stomping, frazzling, crushing fun! It may remind you of *Rampage*, but it's graphically impressive, with a very mean and moody looking monster ready to mangle and be generally offensive. I loved every minute of the computerised carnage. Long-term interest may be stunted by the repetitive rip, mangle, and maim content, but there's no denying that it should have all Godzilla fans cheering on the monster, and booing the (?) baddies.

80%

▼ **Gives a whole new meaning to free-range eggs**





Producer **Gremlin Graphics**
Out of pocket **£7.99 cass**
£12.99 disk
Author **Dave Woods**

BARBECUE STYLE

- Crush or burn the armoured cars before they fire at you.
- Try and avoid standing directly under helicopters.
- Crush and eat as many soldiers as possible to recoup lost energy.
- Don't waste your fiery breath on buildings, save it for the enemies.

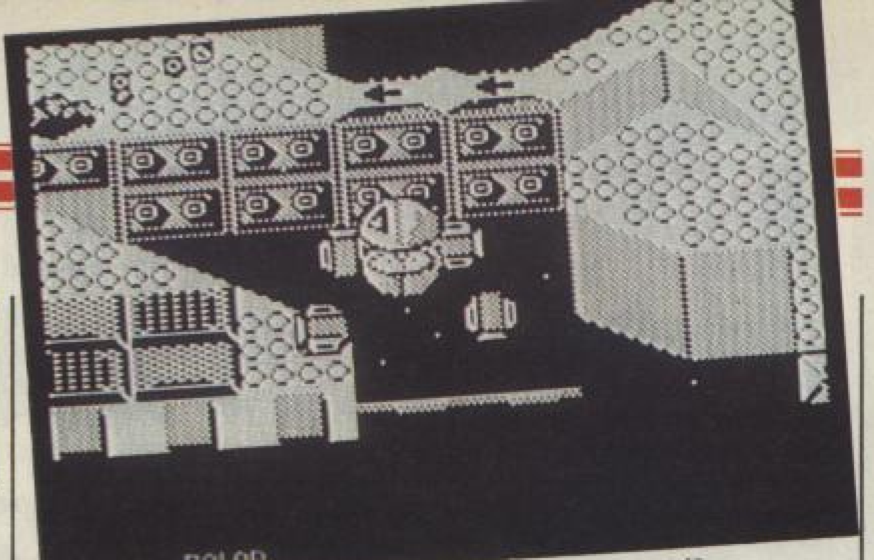
T-Wrecks's strong point is its graphics. The size of the main sprite is astounding and all the other graphics in the game are of a high standard. The atmospheric sound effects when you walk and smash things all add up to a fun game. Get poking for the Christmas Special, lads!

NICK 72%

THE ESSENTIALS

Joysticks: Kempston, Sinclair
Graphics: large and surprisingly well animated
Sound: monster-sized chomping and mangling effects
General rating: Japanese B-movie buffs will love it!

Presentation	79%
Graphics	81%
Playability	82%
Addictive qualities	78%
OVERALL	**80%**



▲ If diamonds are a girl's best friend, where's the girl?

● **Seal up prison ships and toast the inmates**

DIAMOND

Producer **Destiny**
Out of pocket **£7.99 cass**
£12.99 disk
Author **John Bigelow, Patti Rose Casanova**

Stand by to be confused! Here comes one of those stories you thought went out of fashion with old Quicksilva and the 'Faluvian Empire'.

Malik and the Wardens patrolled the system of Luma. Their terror ships were sent out to enforce the Doctrine of Zan, but their services were only needed once – to quell an uprising amid the outer planets. In a brief and bloody battle, many were killed but many more were taken prisoner.

The authorities herded the convicts on to five large ships and set them in orbit around Zia, a dark, uninhabited planet. They remained there for hundreds of years, until one terrible night, five new stars appeared in Zan's sky. By a freak chance the prison ships had returned. Not only were the prisoners alive, they had been mutated by strogenic regeneration (don't ask) and transformed into monstrous shadows of their former selves. Are you still with me? Good, the point is, all of them were eager for revenge.

Only the Supertronic, a craft (*here comes the punch-line*–ED) as strong as a *DIAMOND*, is able to seal up the prison ships' exits until other plans can be made. Supertronic can change shape to suit a particular task: four modes – Hibar, Solar, Killar and Rovar – can be chosen at will. Hibar shuts down shipboard systems, leaving the craft drifting inert (this mode is automatically engaged when a Supertronic has zero power), Solar powers up the ship, Killar activates the weapons systems, and Rovar Mode is used to seal exits.

A ship is deemed secure once all exits have been sealed; any escaped prisoners can be disposed of, earning extra points.

A map of the current ship is available. Travel around its hull is achieved by running over a Warp Blaster, which shoots you to a different point in space, settling on a Landing and Take Off Pad, which give access to different parts of the hull, or by passing a Polarity Reverser, which changes the direction of the signs on the pathways. So seal up those exits good and tight or before long huge monsters will have taken over your planet.

It's going to take me a fair while to work my way around all five prison ships, but that's OK because – unlike Nick – I think *Diamond* is worth the effort. As many of the walkways only allow movement in one direction there's a strong element of strategy is involved; unless you watch out, you may get well and truly stuck. Overall, *Diamond* is a playable arcade-cum-strategy game – and it's a lot, lot cheaper than the real gem!

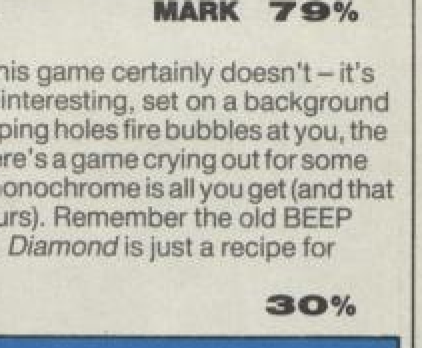
MARK 79%

NICK Diamonds sparkle, but this game certainly doesn't – it's awful! The sprites are uninteresting, set on a background that is far too detailed. When the gaping holes fire bubbles at you, the whole concoction is just a mess! Here's a game crying out for some decent colours, but no such luck; monochrome is all you get (and that changes into the most garish colours). Remember the old BEEP command? Well, that's the sound. *Diamond* is just a recipe for disaster, steer clear!

30%

DIAMOND CUT DIAMOND

- If energy gets low, take the current Supertronic to the outside of the playing area and put it in Solar mode. Then switch to another ship.
- If a Supertronic loses all its energy, find it – using a fully-powered ship – and transfer some energy. Go to the crippled ship to switch it to Solar mode.
- Try and ensure that all four Supertronics are in Solar mode.
- Use shields when near enemy guns, and try and close the holes as quickly as possible.



▲ Aaaargh – we're lost

One of the strangest aspects is the existence of five player's ships at once, allowing them to help each other by transferring power from a strong to a weak ship. This creates a strategic atmosphere as it's essential to keep the four unused ships on solar power. Even though all levels have an identical prison ship, they're graded, so there's plenty to do. It's an intriguing mix of arcade and strategy, and refreshing to see such a playable and original game . . . so tough doobries Nick!

PHIL 76%

THE ESSENTIALS

Joysticks: Kempston, Sinclair
Graphics: detailed but monochromatic
Sound: squeak, blip, drone
Options: definable keys
General rating: a sparkling and unusual variation on the traditional shoot-'em-up – despite Nick . . .

Presentation	72%
Graphics	60%
Playability	71%
Addictive qualities	68%
OVERALL	**70%**


The price of coming f
at the Olympics
COMMODORE 64
OLYMPIC
challenge
149.99

gfirst

If you weren't selected for the Seoul Olympics, no need to feel out of the running.

Because everything you need to compete in all the events is right here with the Commodore 64 Olympic Challenge pack. And at only £149.99, your gold medal's practically in the bag.

Here's the C64 Olympic line-up…

* **C64 Computer, the latest version of the world's best-selling computer.**
* **Cassette unit, for simple loading of programs.**
* **Joystick to put you in complete control of screen action.**
* **Plus all the excitement of 10 great sporting games.**

On day one, you can use all your skills and reflexes to race against the clock in the track and field events. Or take up the challenge of world series baseball, weightlifting, football, tennis and the championship title fights.

And when the Olympics are over, you can then go out and grab the best beat 'em ups, one-on-one, adventure and simulation games that really come alive on the C64.

There's only a few days to go before the opening ceremony, so make a dash for your local dealer and ask about the C64 Olympic Challenge pack. Or telephone 0800 800 477 for more details.



Commodore

POWERPL
IT TO YOU!



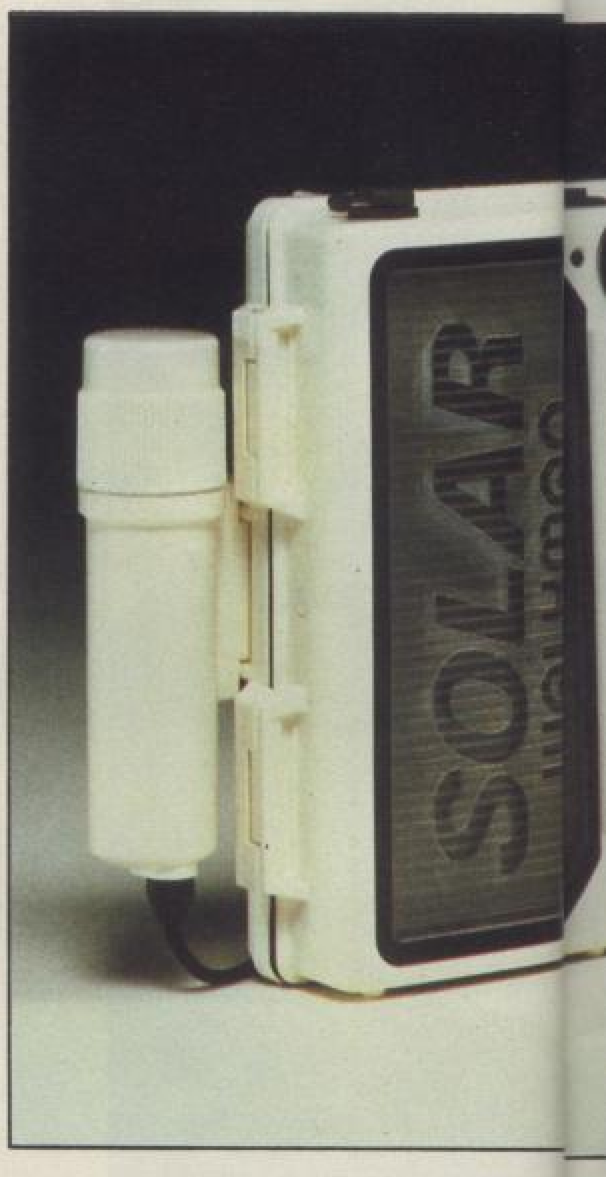
STUCK ON YOU!

Powerplay only launched the *Cruiser* joystick back in Autumn 1987 and already it's become one of the most sought-after and respected joysticks in the game-playing world. The *Blue Cruiser* started the whole thing off with a feature unseen on any other joystick in the Spectrum market. Powerplay perfected the art of an adjustable AND durable joystick. We've had the *Blue Cruiser* in the CRASH office since last November and so far we haven't had ANY problems whatsoever. 'Impossible', you say. 'What about that Nick Roberts chappie, he's bound to have bust one!' Nope, 'fraid not. And this is why . . .

Not only are all three of the *Cruiser* range fitted with a mega-strong steel shaft and hyper-sensitive micro switches, they also have a very firm base of four super suckers, allowing frantic table-top play. All of them feature the innovative sensitivity setting (just lift the shaft and turn for sensitive, normal or firm play – saves many a sore wrist). *Black Cruiser* has a flat top shaft, as opposed to the rounded *Blue*.

And if those two still don't suit your needs, there's also a *Clear Cruiser*, so you can see exactly what's going on inside the robust plastic casing. The *Clear* also has a special bit of wizzo hi-tech gadgetry which autofires when either of the two buttons are held down.

And thanks to extraordinary generosity of those folks at Powerplay you can pick up any of these sticks in one of the most stickwise comps we've ever had!

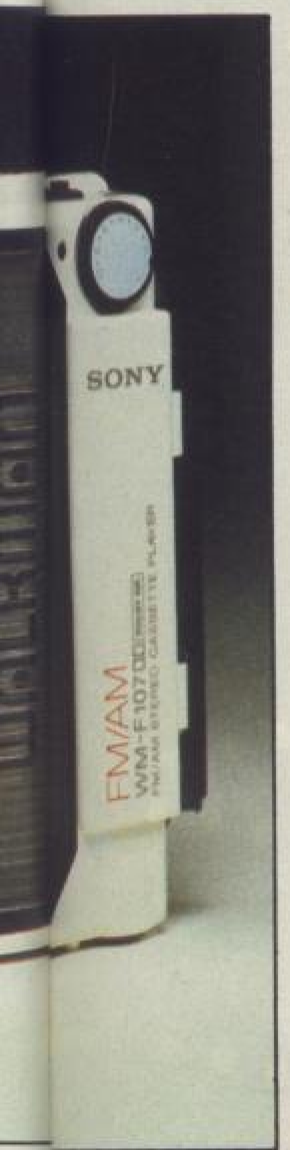


ELECTRI

In an extreme fit of generosity **Powerplay**, **Sony** and **Panasonic** have all gotten together to give away some fantabulous prizes that would impress the most unimpressed person you would ever want to impress. The winner of the **first prize** will get a terrifically fashionable, slim-styled portable **Sony Discman** (called the D40 for those of you that are impressed by letters and numbers). Just think . . . you'll be able to play any of your 3'' or 5'' compact discs absolutely anywhere in the world ('cept underwater, of course!). This little whizzo wonder only measures 147 x 136 x 37mm and has all the features of most of its

AY STICK

COMPETITION





C DREAMS

bigger brothers. There's a 16 track programmable memory and a fabbo (and very useful, so our moneybags Ed says) repeat function that'll let you repeat your favourite track/s or even chorus over and over again until the rechargeable batteries run out. In fact you could fix it up to the power supply and listen to Kylie Minogue for ever. (Ugh! What a ghastly thought!) Impressed?

The **second prize** winner could be forgiven for thinking he'd won the first prize 'cause it's such a super giveaway. If you're second out of the bag, you'll get a **Sony Solar Walkman**! If this isn't trendy then I don't know what is! You'll never need to buy batteries again. Just make sure you're outside absorbing energy when the sun comes out and you can save pounds. This is no gimmick mind you. It's also a damn good radio/cassette player, with Dolby 'B', auto-reverse, anti-roll, and full metal tape capabilities. In fact I'm so impressed with it, I think I'll pop out now and get one . . .

. . . Hah! Fooled you!

I couldn't go without telling you about the more than impressive **Panasonic FM Radio Headband**. With this prime piece of Panasonic ingenuity you've not only got some ultra-high quality headphones that'll pick up all that high quality music, even from a compact disc player, you've also got a top-notch FM radio. The complexity of this gadgetry is very hard to express in words, so how does 'normally 5p under a £100' sound! Come third in this competition and it's yours for nothing.

So what could Powerplay give away then? Well to go with these trendy top three prizes they've got **12 *Cruiser*** joysticks up for grabs: four *Blue*, four *Black* and four everso trendy *Clear*.

Impressed now? You'd better be!

So what's the crack then? Well it's simple (of course). Just use your skill and judgement to place these all-important joystick qualities and features in the same order as you think Nick Roberts would (1 - very high priority, 6 - very low priority). Is that easy or what? So easy, that you'd also better answer the tie-breaker.

- ☐ Ergonomics
- ☐ Colour
- ☐ Stability
- ☐ Durability
- ☐ Autofire
- ☐ Adjustable Sensitivity

Question: Who is the current World Boxing Council Cruiserweight champion?
Answer: ....

When you're completely satisfied with your priority order and tie-breaker answer send it off to **CRUISIN' ON DOWN THE STREETS, *CRASH, PO Box 10, Ludlow, Shropshire, SY8 1DB***. All entries must be received by September 26.

Those resident CRASH judges say that their decision is final in all respects, (our decision is final in all respects – resident CRASH judges) so I'd not enter into any correspondence if I were you.



Move over BROTHERS!!! Make way for ...
The Great Giana Sisters
TM
Where one famous double act stopped short, another begins, Headbutts and demons, platforms and pits – all delivered with a glamour and style that neatly disguises the cunning tricks and tantilising terrors of a couple of wild cats.
"This is one of the most addictive arcade adventures I have ever played, the gameplay is fabulous."
Zzap Gold Medal.
"Having been totally addicted to the original Super Mario Bros., it is no mean feat to say that I found the Giana Sisters as compulsive."
C + VG.
Screen shots from Amiga version.
A TERRIBLE TWOSOME WHO'LL STOP AT NOTHING TO SEND YOU OUT OF YOUR MIND
CBM 64/128 – £9.99t, £11.99d
Amstrad – £9.99t, £14.99d
Spectrum – £8.99t, +3 £11.99d
Atari ST – £19.99d
Amiga – £24.99d
Rainbow Arts
GO! Media Holdings Ltd., a division of U.S. Gold Ltd.
Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

THE BIG MACS ARE ON PAUL!!

PAUL EVANS, still in a state of shock from receiving his latest phone bill, reassures everyone that things are still great on the bulletin boards . . .

THERE'S ONE thing that the summer hols isn't, and that's a holiday! You'll never guess what, I've had to get a job! ('Bout time you *earned* some money – Ed)

Yes folks, yours truly is making a regular series of guest appearances in the mighty McDonald's fast food chain. It starts on July 17 in the Lord Street, Liverpool, and I'll be there till September 8! As part of my fund raising efforts towards the *Get Paul An Amnesty Concert Ticket* charity, I will be involved in testing tasks like preparing food, cleaning the floor and serving customers (gawd help us –Ed)! I might even manage to sign autographs during working hours. So watch out!

But first, please accept my profusest (look it up, look it up!) apologies. I had planned to review some Prestel utility software but, as usual, Murphy's Law struck and my ZX computer is now just an X computer. I'll keep trying, though!

WHO IS THIS MEL CHARACTER?

Chatlines are a regular topic in this column (for those not in the know, it's a method of holding conversations using home computers, modems and telephone lines). It's cheaper and much more enjoyable that a normal telephone conversation. Mel Croucher has just written about them in THE GAMES MACHINE magazine. As a test, Mel decided to try a conversation on two different chatlines. He used the same conversation on both and recorded the results. (Have some people nothing better to do? – Ed)

The first was Micronet's *TeleTalk*. He claims that only around 40% of people online wanted a serious conversation, he made an appointment with someone for legal sex and after asking for a penpal, was 'Thrown out of location' (and I should hope so too! – Ed). I took all of this with a pinch of salt (and a couple of sausages). I seriously doubt if only 40% wanted a serious conversation. As a user of *TeleTalk* since it opened, I can safely say that MANY serious topics are discussed. I would say around 80% like to be serious at sometime! Obviously, corruptible Croucher must have fallen in with the wrong people. (Not very hard to do if you live in Portsmouth – Ed)

Appointments for sex? (Giggle.) This sort of appointment is often made a joke or wind-up! '*Thrown out of location*' says Croucher? It now becomes obvious that he had been taken for a ride. Translated, 'Thrown out of location' means that an actual USER ejected him from the room, *not* the *TeleTalk* monitors, who have little control over the events in a room. A lot of penpals have been made through the system and it is under no circumstances 'unusual'!

Mel was probably fairly inexperienced at using the system. It would have been better if he had asked someone else who was a regular user for an experienced opinion. You do not learn the system overnight, or the people on it.

MORALS (YAWN!)

In his article, Mel claimed that some chatlines were becoming more and more dubious, with tales of the Ku Klux Klan recruiting members through them, and other undesirable things going on. Mel also tried *Desire*, a similar system which costs a fortune to use and is open to everyone, but appears to cater mainly for perverts and weirdos (so where can I get some info about this then? – Nick). Definitely one to avoid (Oh, that's a pity – Nick). Not all the points he made, though, are true. For example, he states that it is not possible for the bulletin boards to control undesirable conversations taking place (and information being transmitted on how to commit criminal acts) because the callers are anonymous, and that you can say anything you like over private telephone lines. I have to make the following comments:

1 On *TeleTalk*, users can be anonymous to other users but Micronet can identify users should the need arise;
2 Micronet does monitor the main talking areas up to midnight. Mel found this out by asking for 'Illegal Sex'.

I take the view that the Bulletin Board Association should be given legal powers to control boards which might incite their users to commit offences. However, **John Wallbridge** (founder of the Bulletin Board Association) says: 'They can be abused, but I would hate to see them singled out for censorship'. But not singling them out for censorship means that people such as Darren Ingram (who tells how to go about doing some pretty disgusting things) could continue to operate.

However, the majority of BBs are good fun, and Mel has cast a bout of a gloom on the whole scene. Why weren't more of the BBs which offer the good things in life mentioned. He ought to show both sides of the coin. How about the system operated by Peter Gabriel and Howard Jones (on which I am still trying to find information, honest) which promotes interest in the the environment? There are some very encouraging things going on, believe me!



BYTES AND PIECES

Sorry, but I have to let off steam about junk mailing. Any Micronet/Prestel member will be familiar with the marvellous junk mailing system! New companies are now sending junk mail to all mailboxes (they charge £300 for an MBX to be sent to 20000 users). Come on Prestel, how about a protection system allowing us to stop ads arriving if we don't want them!

Micronet's *TeleTalk* has some new commands! Try SUN, RAIN or even SEX! (Although I'm afraid it's not illegal Mel.) A new system has been set up to allow users to alter their gender. If you feel like something a bit different (?) then type SEXCHANGE at your peril! (You have been warned)

During the daytime and evening, Micronet chatlines have become ghost towns! Due to the new charges, everyone is staying away until after midnight, when the 1p per minute is lifted! Can't say I didn't warn you Prestel! Yep, it's costing me a lot in sleep to stay up and save a bit of money. Yawn!


Are You Good Enough to TACKLE
STAR BUY
HOTSHOT
There is so much in Hot Shot – you need to be a crackshot, a pinball wizard and an ace controller. Have you got what it takes to beat Hot Shot?
GOLD LABEL AWARD
Screen shots from Atari ST version.
Universally acclaimed as the greatest game this century. Hot Shot has exceeded all expectations, out of hundreds of games only two have qualified for Addictives Gold Label award. These are Football Manager 2 and Hot Shot.
Hot Shot is so action-packed, before you buy, read the back of the Hot Shot box. Available at all quality stores.
"A fast, addictive challenge. Original and humorous." Games Machine
"It looks frabjuous ... and well brill it looks too." Sinclair User.
Street Date: End of August.
CBM 64/128 – £9.99 cassette £12.99 disk
Spectrum – £8.99 cassette, +3 £12.99 disk
Amstrad – £9.99 cassette £12.99 disk
Amiga – £19.99 Atari ST – £19.99
IBM PC – £19.99
No.1
Go For Gold.. It's Totally Addictive
PRISM LEISURE CORPORATION, Unit 1, Baird Road, Enfield, Middlesex EN1 1SJ.

LM's FORUM



Talk about depressing . . . when I got back from Bournemouth I could hardly open the front door of the cottage because of all the post piled up inside! Them Upstairs had sent it home so I could start straight away . . . letters about Mel Croucher's Monitor, charts on every topic under the sun (like My Top Ten Topics Under The Sun), and from one Ewan Dalton an interesting Letter Of The Month. Now read on while I have a breather . . .

SILLY WEE GAMES?

Letter Of The Month

Dear Lloyd
I am writing on the topic raised by Ian Kerr in Issue 54 of CRASH. He talked of the derisory image given to computers, explaining why people often hold the view that computers are trivial and stupid.

The bane of the games-player (and I'm sure many readers would agree with this) is the ignorance and fear which much of the public holds of computers.

As an example, in 1983 I let my dad have a game of *Planetoids* (remember that?). He played it for about ten minutes, and then gave a sneering chuckle. Since then he has always referred to my playing 'silly wee games'. Despite some very heated arguments, he wasn't even convinced by the awesome *Dungeon Master* on my ST.

Many people seem to take the view that there is no point in playing a computer game: the image of *Space Invaders* still prevails, with the completely pointless exercise of shooting down wave after wave of aliens remaining in everyone's mind.

A lot of normally reasonable people still hold the belief that computer games are the root of much evil (as pointed out by Mel Croucher in Monitor), and these same men and women refuse to believe that honest fun and enjoyment can be derived by perfectly sane individuals from the odd alien blast.

The old cliché 'small minds are easily amused' is frequently applied to computers; parents of older children and young adults take the view that if someone can enjoy a game, then they must have a single-figure IQ. Again this is pure ignorance.

If any readers out there are hounded by mum or dad about playing games on their computer, they might like to point out that they are at least exercising the grey matter, to a greater extent than is realised.

Even a straightforward shoot-'em-up requires some form of concentration in following what is happening on screen, and planning moves ahead ('there's a big mother ship just two screens ahead, so I'd better pick up four of these weapon pods and get into the bottom right of the screen'), not to mention the necessary hand–eye coordination.

Sitting in front of a small screen soaking up the latest far-fetched happenings in Ramsay Street or Albert Square is a much less intellectual pastime.

Fortunately, all is not lost, I work in a computer store, and I frequently serve people who are several times the school-leaving age. Some are perfectly lucid, intelligent pensioners who have been bitten by the computer bug.

I even have a top–brass managing director of a multimillion-pound company who likes nothing better than to come home from work on a Friday night, dig out his 'dead–flesh' Speccy and go for a stroll round the streets of *Dun Darach*!

Coming back to the letter of Ian Kerr's, I agree that tech media are largely (if not wholly) to blame for the way many people look on computers. The plain fact that game reviews (very sparse though they are) on TV appear entirely in kid's programmes like *Get Fresh* has lead to the view that computers = kids, and anyone else using them for entertainment purposes must only be considered a psychological moron.

I think it's time that the public wakes up to the fact that computing for pleasure – in whatever field – is a universal hobby which is both mentally taxing (at times), rewarding and fun. What we need is a TV programme specifically catering for computers in leisure (and, no, I'm not talking about showing endless rows of BBCs playing *Snapper*), handling material in an informative and intelligent way.

The nearest there has ever been to a universal age group programme on computers was *Micro Live*, and we all know what a dismal effort that was. What is required is a proper presentation by someone who both knows what they are talking about, and s interested in it.

Someone unlike Fred 'I've got an incredibly silly hairstyle' Harris rambling on about what jolly fun this new game, *The Hobbit*, is. So, come on! Any TV bosses out there take notice! A well-presented effort at this type of programme could be much more successful than previous lame attempts: after all, a quarter of a million people read CRASH every month, and that's just one magazine for one computer!

I think it is so unfair that there isn't such a broadcast already. Computer users may be a 'minority interest', but how many programmes are shown a week catering for homosexuals? There
must be upwards of 5 million computer users out there . . .

Well, thanks for taking time to read my rantings!
Ewan Dalton, Publisher of Reflex

Where do I begin?! We certainly all agree. There are a few shows in the pipeline I've heard about – a producer in Birmingham was working on one last year and actually called in a few CRASH staff to help, while TVS (the ITV station for southeast England) has a new Saturday morning show in the works which is apparently going to feature computers and coin-ops . . . to some extent. But as you say, it's a 'kids' show'.

Interestingly, perhaps you remember that earlier this year Barnaby Page (Erstwhile Man Ed) was saying exactly the same thing in an editorial, though about newspapers, which don't exactly do much for micros either.

Perhaps the problem is that the top people in publishing and broadcasting, particularly in newspapers, tend to be in their 30s and 40s at least – not aware of how important computer-gaming is. Of course there are older players – I get the odd letter from Spectrum-owning pensioners and they always seem a bit taken aback when I pop into the shop in Shrewsbury to buy a few myself! But still the majority are under 25.

Incidentally, I think it's a bit of an exaggeration to say that there are many TV programmes for homosexuals . . . or for any minority for that matter. It's not a case of computers being singled out, just of nearly all programmes being aimed at the vast majority.

Ewan wins a £30 software voucher for the most interesting letter of the month.

LM

TRAITOR?

Dear Lloyd
Goodbye! I'm joining the 16–bit world of Amigas and leaving the dying world of Spectrums. Maybe that's a bit strong – there are still a few years left in the old Speccy. I've been reading through my past issues of CRASH (28–51) which are about to be thrown out (nothing personal!) and as I drift from the Spectrum scene I believe I have



some interesting points to make on the computing world and the changing of CRASH.

Firstly the computing world especially the Spectrum's position on this, is there any life left in the machine, is there any life in 8-bit computers. Well the Spectrum, a glorious machine in its day, is coming to its end let's face it. There have been no significant developments for a long time.

Driller? No, it's slow, incomprehensible to the eye at times and very unplayable.

SAM? It's like giving a heart transplant to someone who is bleeding to death.

This is not a direct criticism of the Spectrum but in two years' time what percentage of the Spectrum units will be in use? Not much, if Sinclair/Amstrad are to survive they will have to depart from the Spectrum base and try something to compete with the ST and Amiga.
Christopher Jones, Fakesham, Norfolk

The bad news is you're leaving – the good news is you're wrong. Spectrum sales have actually gone UP quite considerably in the last year and it's still the number one machine.

Driller **unplayable? Step outside and say that!**

LM

POKANOID

Dear Lloyd
Writing to you are two overjoyed hackers. After the publication of the POKEs in your magazine (which were incorrect!) and several buckets of sweat we managed to complete *Arkanoid II*.

(The POKEs should have been POKE 33055,n.)

To prove this here are the end credits:

Well that seems to be
that. Until ARKANOID
III
Hi Pea Brain
Coming soon. . . . .(bit of
advertising hype)
When do you have your
next bucket of crud?
Fish stinks!
(Credits) . . .

Now do you believe us?
Adam 'Big Tips' Parker and Richie 'Sexy Hunk' Baker, Wolverhampton
PS If anyone is interested, it is possible to alter the screen attributes to your advantage . . . Say no more!!!!

Anyone else finished Arkanoid II?

LM

PS Nick Roberts is full of excuses, not to mention pizza.

THE NAME OF THE GAME

Dear Lloyd
Looking through the book *Movies On TV 1986–1987*, I discovered quite a few computer game namesakes: *Athena, Beachhead, Blue Max, Desert Hawks, Forbidden Planet, The Great Escape, Green Berets, Gun Runners, Gun Smoke, Head Over Heels, Heartland, Juggernaut, Kung Fu, Magic, Popeye, Rampage, Rollercoaster, Rolling Thunder, Saboteur, Spybound, Tomahawk, Vampire, Vertigo, Zig Zag, Zorror.*
Andrew Cook, Redruth, Cornwall

It's a mad mad mad mad world.

LM



POSTER-MANIA

Chris Isaac of Swansea sent in his expert guide to who gives the best free gifts . . . you can find the software houses' addresses on their CRASH ads. (Now who was saying ads weren't useful?)

- ☆ **Digital Integration** – 3 posters, 2 news leaflets and a price list
- ☆ **Electronic Arts** – 8 posters and a poster price list
- ☆ **Elite** – 7 posters and price list
- ☆ **Firebird** – 3 posters and price list
- ☆ **Gremlin** – 4 posters and price list
- ☆ **Hewson** – 5 posters and price list
- ☆ **Incentive** – 6 posters, order form, price list and return envelope
- ☆ **Ocean** – 5 posters

JUST HOW BLOODY?

Dear Lloyd
Recently, I read the review on *Blood Brothers* from Gremlin, in THE GAMES MACHINE – I had found out that it wasn't worth buying, since the percentage was low. But to my shock and horror, after receiving my faithful CRASH, the same game was reviewed but better and worth very much to buy. Why are you confusing us? And who do we believe?
Sandra Chalisey, London NW10

Well, I'd say believe CRASH – but ask TGM and you might get a different answer! Generally, TGM rates games slightly lower than CRASH – nothing pleases those picky people on the other side of the office.

LM

TOP 10 MUSIC!

- ☆ **Top Gun** (brilliant)
- ☆ **Cobra** (")
- ☆ **Agent X** (")
- ☆ **Agent X II** (")
- ☆ **Firefly** (")
- ☆ **The Living Daylights** (")
- ☆ **Starquake** (")
- ☆ **I, Ball** (")
- ☆ **Exolon** (")
- ☆ **Gunfight** (only just)

from Cheuk Man Li, Wigan, Lancashire

SMALL IS BEAUTIFUL

Dear Lloyd
I do feel really sorry for the poor people who write pages to the Forum only to get a two–liner from you! You rotter! And now I KNOW you're going to do that to me, aren't you?
Ian Miller, Eltham, London SE9

Of course not.

LM

MEL CROUCHER'S TONGUE

Dear Lloyd
Is Mel Croucher's Monitor a tongue-in-cheek affair or is it serious? I certainly found the article amusing!
Andrew Thomas, Penryn, Cornwall

Deadly serious – but Mel has that talent of keeping you entertained even when he's looking at a serious subject.

LM



TOP MUSIC ROUTINES!

☆ Tim Follins (*Agent X I and II, Chronos* - you need earphones to hear it though.)
☆ **Special FX** (*Firefly, Hyperactive* - JDF surpasses himself yet again. Clearer than Probe/Dave Whitaker and with drum beats. Who else feels that Special FX are set to be the new Ultimate?)
☆ **Dave Whitaker/Probe** (*Dizzy, Trantor* - you may say they're different routines, but I can't find any difference.)
☆ **The Ocean Routine** (*Cobra, Ping Pong* - although Martin Galway uses it I suspect that it was written by Jonathon Smith (cue fanfares). Am I wrong, Special FX?)
☆ **The Music Box** (*Gyroscope, Trap Door*)
☆ PS: Isn't Dave Whitaker onto a nice little earner? He loads up old Commodore tunes off disk onto his Einstein, downloads them to his Speccy and Code Masters give him loads of money.
from Gerald Byrne, Birmingham

NOT MOANING (FOR ONCE)

Dear Lloyd
Why do people complain about the amount of adverts in CRASH? At least they let you know more about the game, what other magazines thought of them, and where you can get hold of them. Also companies advertise games at special offer prices etc.
Neill Edwards, Chichester, West Sussex

Some people always find something to complain about – just look through my post any day! But past CRASHtionnaires have shown that plenty of readers enjoy the ads like you Neill, and some of them have art just as good as Oli's . . . well, not quite (Oli made me say that). How about some Top 10 Ad Art charts for next month?

LM

COMPUTER PAIN

Dear Lloyd
I am writing to express my fears of playing on any computer for a few hours without a break.

I feel that overexposure, like looking at your computer screen for a few hours, causes some serious problems with your health, physically and mentally, and I thought it a good idea to mention these problems, and list a few ideas of how to overcome them.

Some problems I have found are:

Mental tiredness through deep concentration at looking at the computer screen without a break, which then causes eye dilation and terrible headaches.

Physical pain due to being stiff as you are always sitting in the same position for a long time, which causes a stiff neck and backache.

Some solutions I have found helpful are:

Don't stare at the screen for such a long time, focus your attention on looking out of the window then looking at something else etc, so when you go back to looking at the screen, after this little break, you might be able to rethink and solve a problem in a game, due to your eyes being able to glance at a situation more alertly, and feeling less droopy and tired, and your brain being able to become more clear so being able to perform better in a game, without any distracting headaches spoiling your concentration.

I think it a good idea if you've got a stiff neck, to move your head to the left and right and around in a circle, which seems to loosen the muscles in your neck, and if you get backache after you finished a game, to stand up and touch your toes. This relaxes the muscles in your back.
Lee Beaverstock, Bath

There's been lots of argument – and Forum letters – about how much harm computer screens actually cause. But I've certainly found like Lee that it's best to take a break every so often – good for your mind as well as your eyes!

LM



FANZINE FOILED

Dear Lloyd
It has been two months now since I first thought of starting a fanzine but have come across several problems.
The worst of these problems is that software houses are very careful at who they send reviewing games to.
We don't just want 'A Free Game' we really do want to start a top-quality tape magazine.
We said that we would return the games to them once reviewed but it seems to have no effect.
Is there anything that can be done to assure them that we are seriously interested in writing a top quality fanzine?
We will be having over 250 pages per month and that puts people off from buying it, they either think that the quality is crude or that we just want them to send us money for no magazine.
We are *ECU* (Exclusive Computer User) the tape 'zine for all Speccies. We cover Spectrum, Atari ST and Sega games console. We cost £1 and here is our address: *54 Clough End Road, Hattersley, Hyde, Cheshire SK14 3PX.*
Please help us Lloyd .. You are the only person I can think of to turn to at a time like this!!
Ian Warren, Hyde, Cheshire

Nice to know I'm wanted . . . the problem is that software houses get so many letters from new fanzines, I remember one saying they received ten a day, that they simply can't send everyone review copies or they'd have none left to sell! The best thing is to get all the games you can, by buying them or borrowing from friends (not copying – as soon as a software house smells that it's bound to put them off), produce a few issues and THEN send them round the companies so they can see you're serious.

LM

JUST PLAIN DUMB

Dear Lloydy, CRASH and all that bother
We (my mate and I who are not lefties) are putting the old quill to scroll so we let you and your worldwide readership know what we think about the price of bacon, and while we are on this subject we would like to utter the words 'Jeff Minter Lives Forever', though we think his games are slightly underpriced and underrated.
At this precise moment we would like to tell you that Jennifer Mullinder's cat is sitting on the beanbag, is sound asleep and does not at all remind us of a 48K or even a 128K Spectrum.
However, what we DIDN'T really want to tell you is that in our local supermarket you can buy a cake for 15p. What we did want to know is, whether a pointless and stupid letter like this would get printed in CRASH's excellent Forum section.
Peter Mullinder and Stuart 'Llamasoft forever' Robinson, Broseley, Shropshire

Certainly not.

LM

September showers mean October hours, my grandma used to say, though I was never sure what it meant – now I think I know! If you send me showers of letters by September I'll spend hours answering them for the October issue! Still, some of the work is already done thanks to our new assistant Erica who now types all the letters in for me (the old Hermes typewriter is getting a bit fragile and I don't want to use it too much), so next issue there'll be a special section of your opinions on sex, software and Split Screen.

But there's plenty of room to fill, so send your letters, art and personal charts straight away to LLOYD MANGRAM'S FORUM, CRASH, *PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB.*

There's a £30 software voucher for the best letter each month and even the ones that don't get printed get read by the CRASH team – so don't mince words (mince? where? any chips? – Nick Roberts), tell us what you think.



You are a member of the elite corps selected for your courage, ingenuity and special skills to go on the most dangerous missions. Parachute behind enemy lines armed only with a machine gun and hand grenades.

Airborne Ranger is a fast-paced action-simulation that challenges your strategic skills and reflexes. Control one soldier's battle against overwhelming odds. You can run, walk or crawl across full-scrolling 3-D terrain using trees, bushes and ravines to avoid the enemy or set up an ambush.

Whether rescuing hostages from a terrorist prison or infiltrating the headquarters of an enemy unit, every mission takes careful planning and pinpoint execution. First drop caches of weapons and first aid supplies, outmanoeuvre the enemy, then locate the pickup zone in order to reach safety. Airborne Ranger is an exciting combination of action, danger and suspense. Now available for your Spectrum at £9.95.

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IN THE GREAT Microdealer COVER UP!
IS THIS YOU?
For years, unnoticed by the authorities, valuable goods were disappearing from shelves of unsuspecting stores thoughout the U.K.!
Now MICRODEALER INTERNATIONAL has revealed the extent of this massive 'scam' and discovered the stash.
No-one has come forward to claim the Loot. Your local Microdealer dealer has the 'lowdown' on the greatest games racket since Al Capone!
Be on the lookout for signs of the Cover Up and pick up your Cover Up card now.
Collect Cover Up tokens to complete your card entitling you to a 'piece of the action'.
REWARDS
MEGA – games form major software houses, Joysticks, T-Shirts and an opportunity to WIN a fantastic prize in the MICRODEALER COVER-UP competition!
COVER UP with one of the range of EXCLUSIVE T-SHIRTS only available from your local Microdealer Dealer
GO AND SEE HIM NOW!
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EPYX
FIREBIRD
PALACE
U.S. GOLD

Nick Roberts's

PLAYING TIPS



MARAUDER, ALREADY?

Randle Harrap, **a Man Utd Supporter, doesn't waste time when he plays games. Randle's got tips on Hewson's** *Marauder* **already! And before you all complain that I haven't given you enough chance to play it on your own, I believe that a little tip usually makes a game more addictive. You don't have to read them anyway! There's also a POKE elsewhere in Playing Tips.**

At the beginning of the first level, get two extra lives by shooting the beacons when they're cyan, then get another life on the next beacon and kill yourself. Now you will have two more lives than you started with. Keep doing this and you can get millions and trillions of lives! (Well, at least 255.)

The second tip is for Level 3. As soon as you start, go to the right, not forgetting to splat the aliens behind you! Continue till you get to the main part of the level. At the end of the level make sure you collect shields from the beacon, but don't waste time. Shoot with all your might and you will soon make it to Level 4.

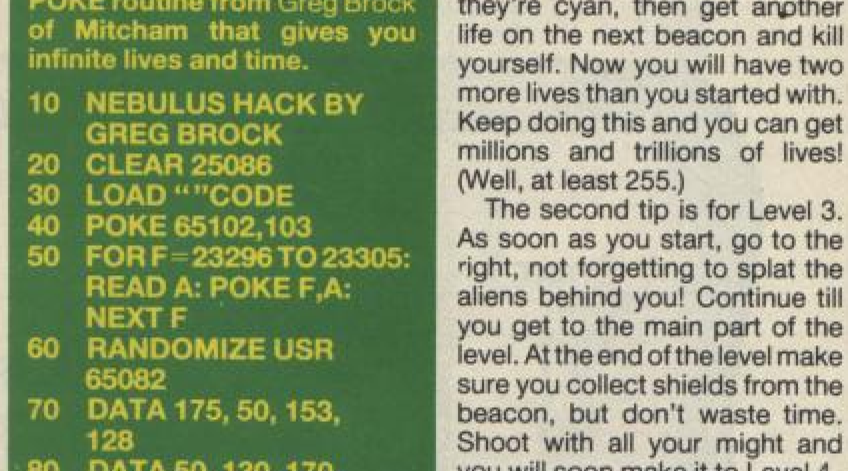
Forget all those summertime blues because September is here, and you know what September brings, don't you? Yes that's right, the PC Show at Earl's Court in London – the highlight of the year! Come on down and join us, I'll be happy to answer all your questions on the Playing Tips I've printed over the past year. And, before you ask, the *Head Over Heels* **POKE still doesn't work. This month I've got a fantastic map of Elite's** *Beyond The Ice Palace* **and a fabbo map of the world, well a shortened version from Code Masters'** *The Race Against Time* **(and I've also got a few cans of Diet Lilt, although you can't have those). Tipswise there's a complete lowdown on all the monsters in** *Wizard Warz* **and of course the one you all love – Cheat Mode Motel (the new pizzas we're serving are going great!). So don't just sit there, get down to Earl's Court (after you've read the tips) and I'll see you there! And don't forget, I'm giving a free tip (not necessarily on computer games) to everyone that brings me a picture of Debbie Gibson or Bros.**

NEBULUS POKES

To go along with the rest of the *Nebulus* **solution, here is a POKE routine from** Greg Brock **of Mitcham that gives you infinite lives and time.**

```
10 NEBULUS HACK BY
   GREG BROCK
20 CLEAR 25086
30 LOAD ""CODE
40 POKE 65102,103
50 FOR F=23296 TO 23305:
   READ A: POKE F,A:
   NEXT F
60 RANDOMIZE USR
   65082
70 DATA 175, 50, 153,
   128
80 DATA 50, 130, 170,
   195, 0, 128
```

CHEAT MODE MOTEL



Don't guests take liberties these days? They expect you to wait on them hand and foot, breakfast in bed, edible pizzas – the list goes on and on. I mean, it wouldn't be a genuine motel if we didn't rely totally on soya beans, would it? Anyway, the cheats this month certainly aren't made of soya beans (yuk!).

LEADERBOARD

If you want full power for a shot, instead of releasing the fire button, keep it down. This comes in handy on any version of the game.
(occupant: **Ian Blundell**)

DRILLER

The drilling coordinates for the mysterious sector 18, Trachyte, are 4128:7320. You should get 100% of the oil.
(occupants: **Chris Greening and his dad!**)

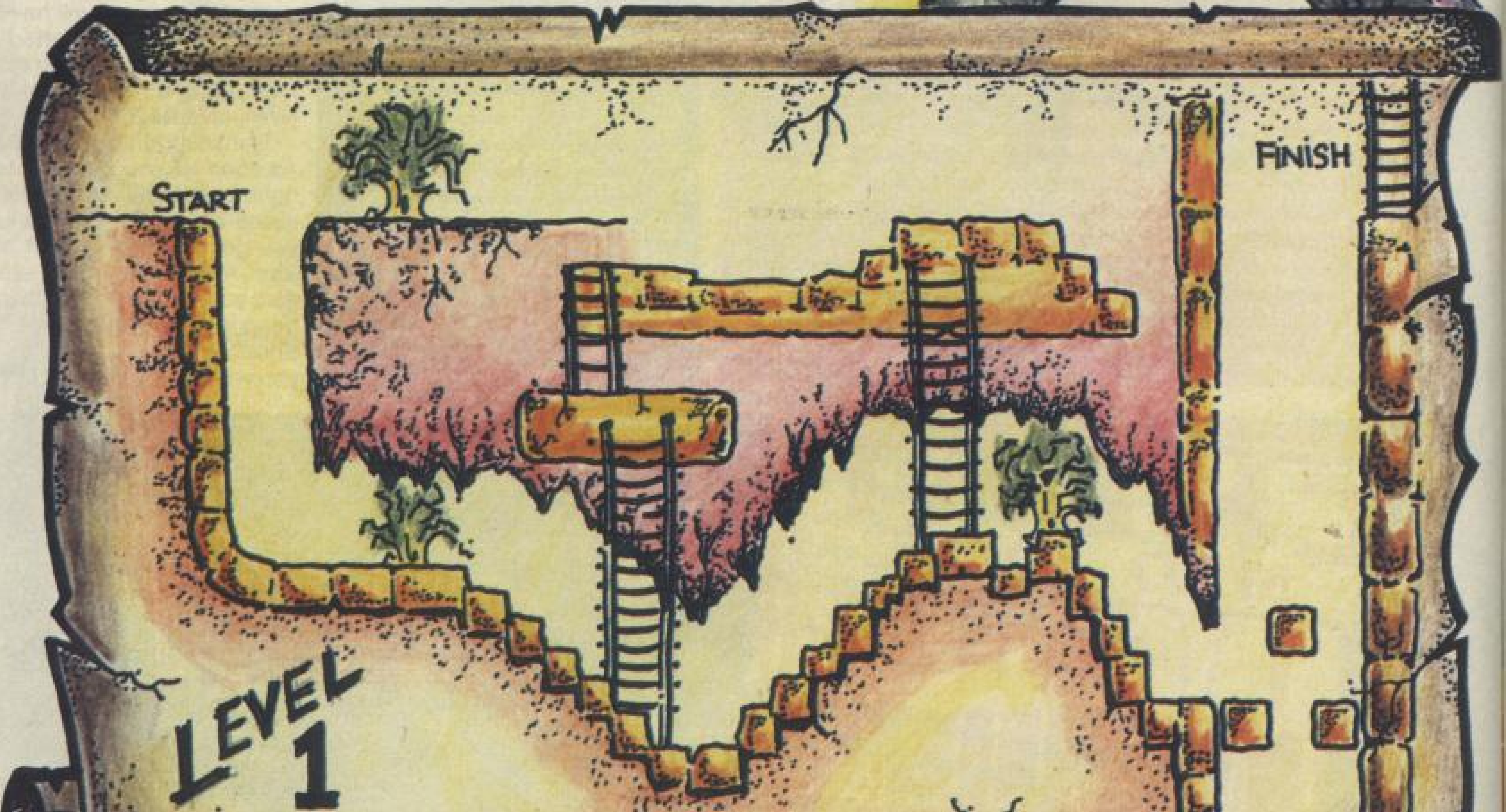
RASTAN

Start the game and press BREAK (SPACE). Start the game again and you will have infinite energy. Don't forget you can also do the multiload trick if you load in the header of the level and the main part of a higher level.
(occupant: **Stuart Utting**)

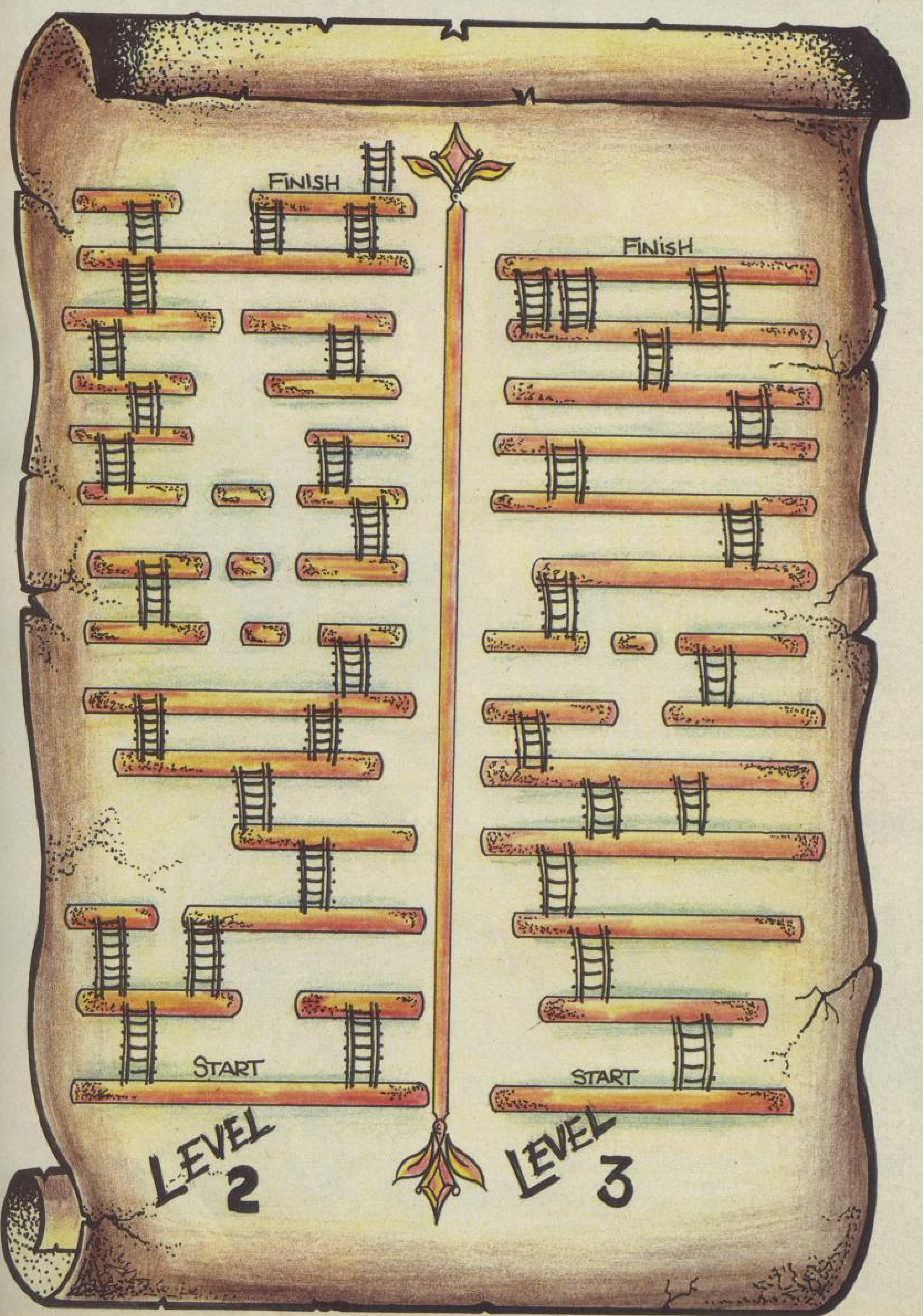
MASK III

The passwords for the teleports are MAYHEM, TRANSMOGRIFY, VALKYR and PETALS OF DOOM. When you use the last one, you also get a new weapon, Lifter.
(occupant: **Robert Nicks**)


BEYOND
THE ICE PALACE

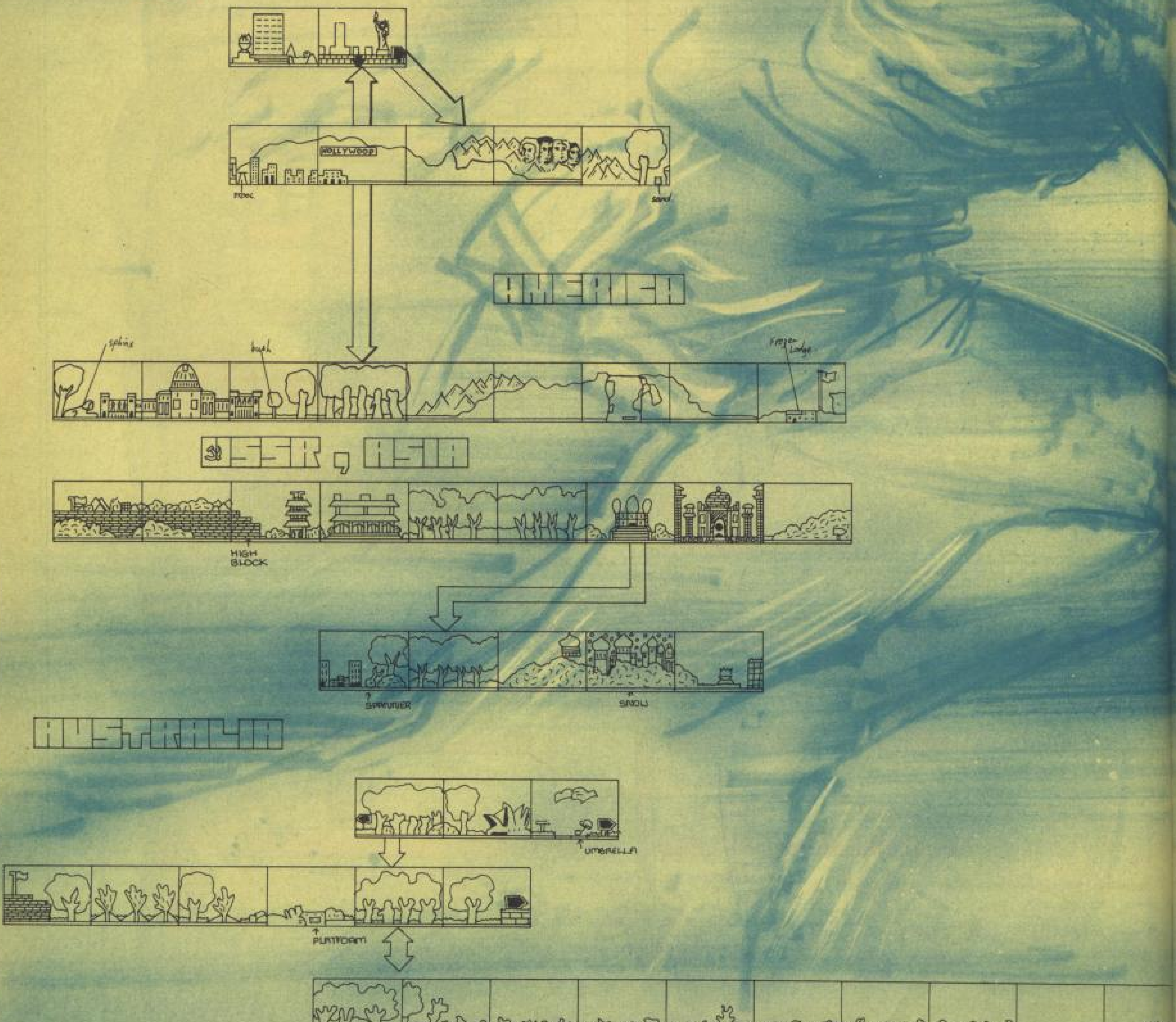

START
FINISH
LEVEL 1

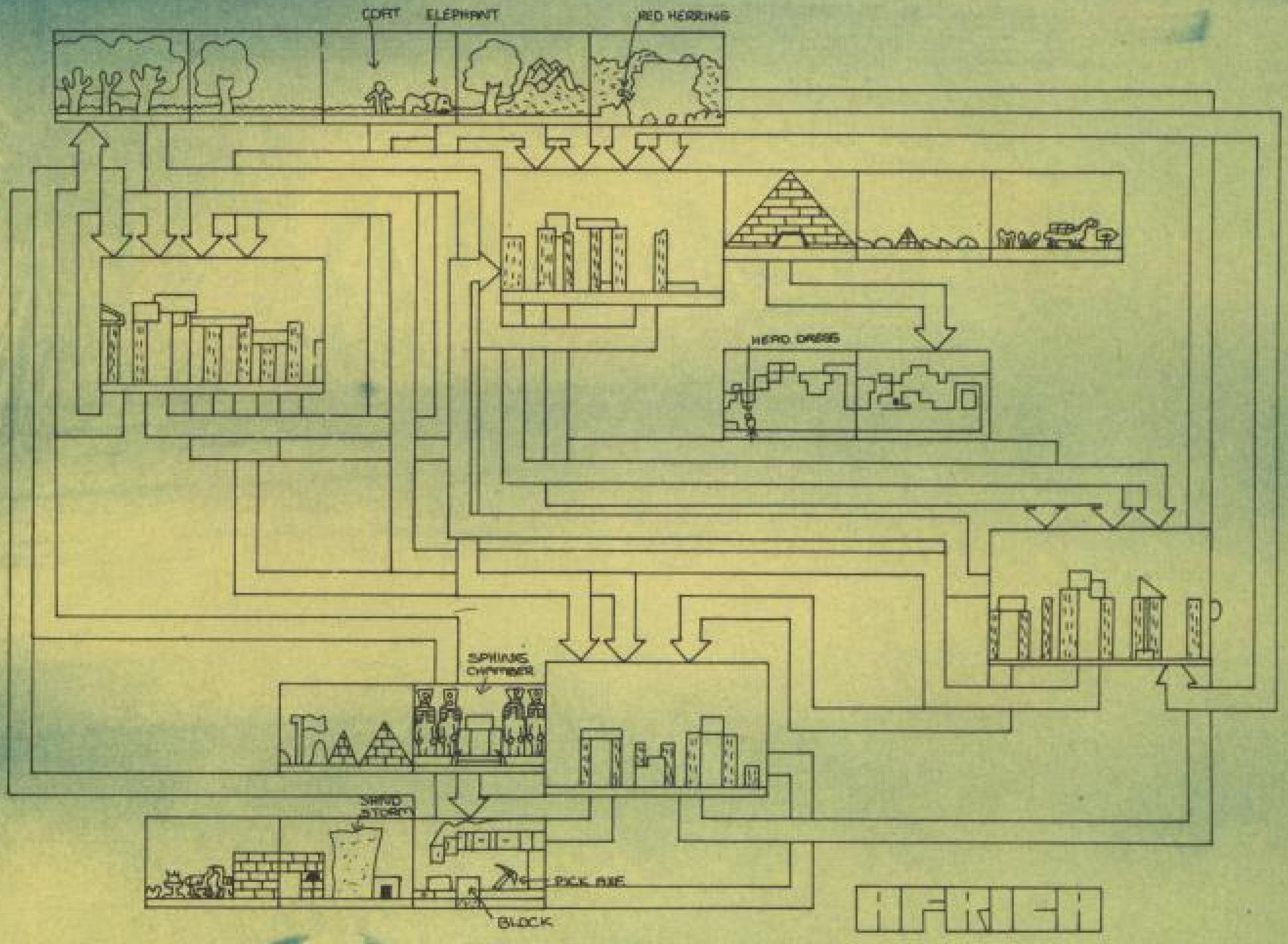

20 POINTS
500 POINTS
1000 POINTS
500 POINTS
100 POINTS
1400 POINTS
1000 POINTS
1000 POINTS

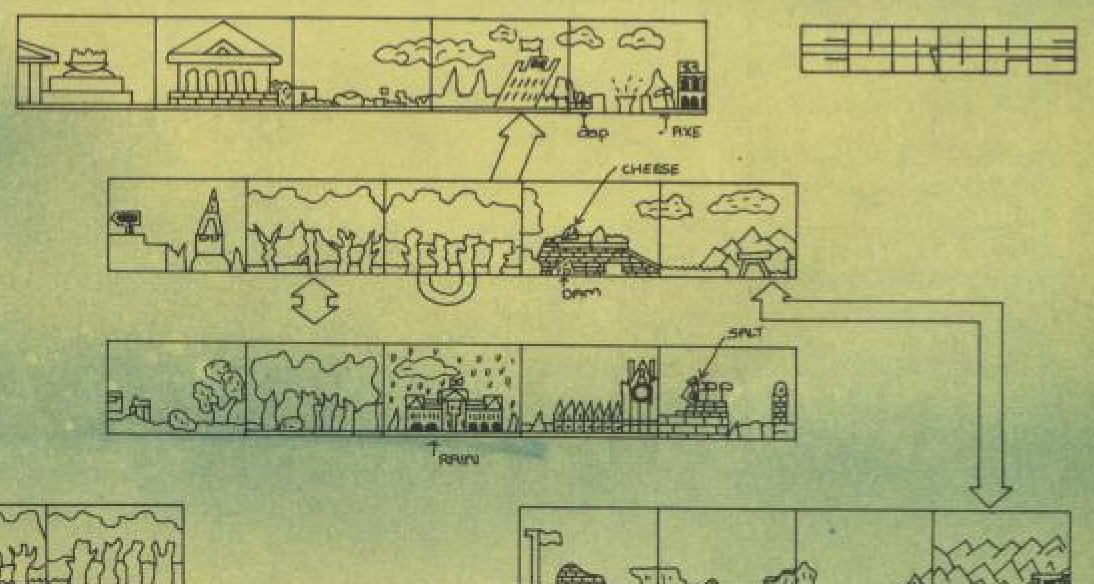


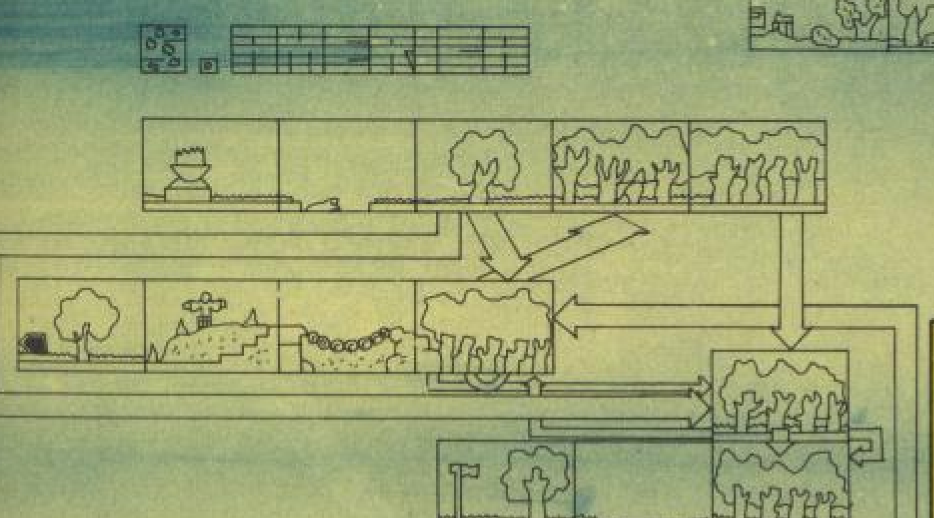
DRAWING BY PAUL HEATH

the RACE against time









THE RACE AGAINST TIME

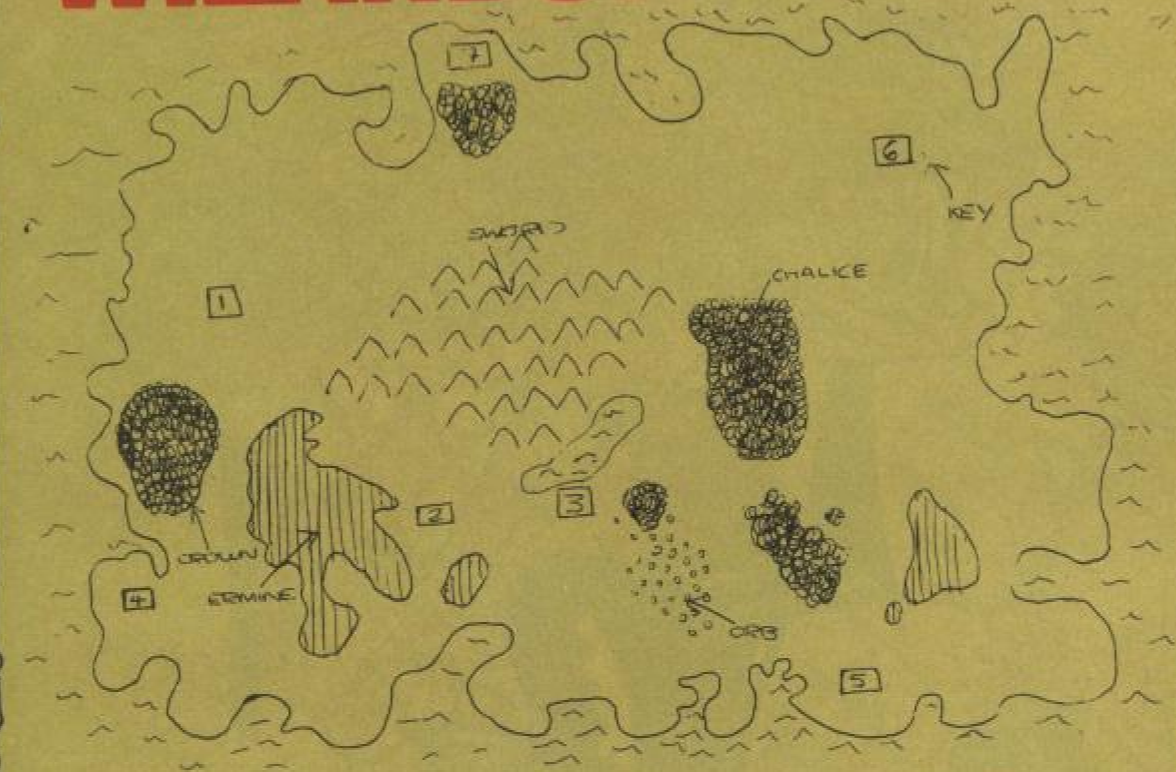
Code Masters' game for the Sport Aid 88 Charity has been mapped here by Gary Marr of Sheffield. Well done Gary, you win this month's prestigious Cartographer of the Month award and £30 worth of software.

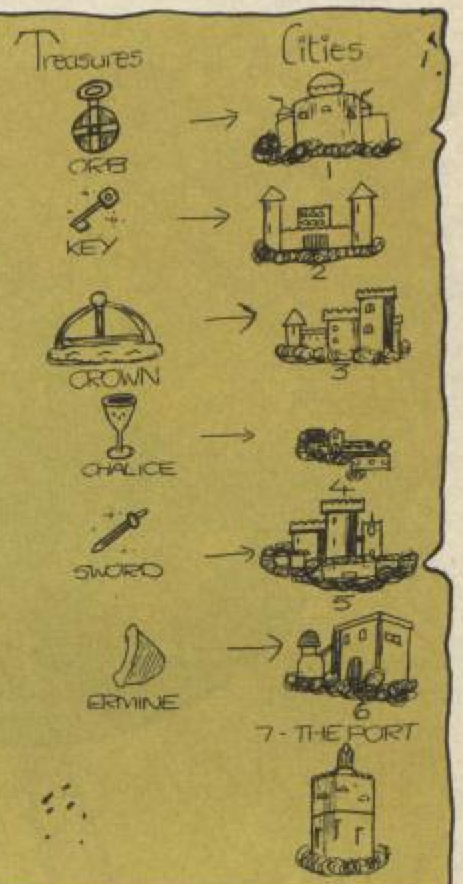
Don't forget, there were tips for the game printed last month.



COME AND SEE US THIS YEAR AT THE PERSONAL COMPUTER SHOW STAND №3101 EARL'S COURT, LOND
KONAMI
COIN-OP ACTION
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AMSTRAD
Beyond infinity lies the evil galaxy dominated by the forces of the despotic SALAMANDER: A hero must persuade his compatriots to join him on a journey into hell and beyond. Organic
Monsters of destruction, Nuclear Spiders, Infernos burning like raging seas in torment, Caverns of Despair, Demons beyond the dimensions of our minds....
NOW IS THE TIME... YOU ARE THE HERO
Imagine
..the name of the game®
Screen shots taken from Commodore version
© Konami

WARD OFF THEM WIZARDS!





Wizard Warz, that GO! game with the tiny play area from Issue 54, has now earned some top tips (or should that be TipTops, now that it's summer) from Stuart Black of Middlesbrough.

LEVEL ONE

MONSTER	*MAIN SPELLS*	TREASURE
Werewolf	*Fear/Evil Eye*	Crown
Giant Scorpion	*None*	Ermine
Yeti	*Icy Blast*	Sword
Blades	*Slow*	Chalice
Snake	*Stun*	Key
Triffid	*Neutral Magic/Forget*	Orb

IMPORTANT NOTES

1 Always start Level 2 on Sorceress.

2 Make sure there's a space in the inventory, if not you can't get an item or a familiar.

LEVEL TWO

MONSTER	*MAIN SPELLS*	TREASURE
Vampire	*Forget/Fear/Evil Eye*	Mental fully restored
Elf	*Neutralise Magic*	Wand
Ape	*None*	Slow
Giant Leech	*Spit*	Black Ring (wall of stone)
Giant Toad	*Spit*	Rock Shower
Giant Wasp	*None*	Fireball
Unicorn	*Forget/Neutral Magic*	Ring
Warrior	*Magic Missile*	Red Ring (wall of fire)
Sorceress	*Forget*	None
Skeleton	*Fear/Evil Eye*	Magenta Ring
Spirit	*Blind*	Green Ring
Glopman	*Spit/Slow*	Heavenly Bolt
Ratman	*Forget*	Rat Familiar
Fire Elemental	*Stun*	See Invisible
Eyeball	*Forget/Stun*	Icy Blast
Amazon	*Stun*	Far Vision
Minotaur	*Icy Blast/Rock Shower*	Crow Familiar
Zombie	*Evil Eye*	None
Gorgon	*Stun/Blind*	Cat Familiar
Fire Imp	*Fireball*	Mindwrack
Harpy	*Blind/Magic Missile*	Dark Blue Ring (wall of ice)
Giant Centipede	*None*	Magic Missile
Giant Bat	*None*	Steal Spell
Mage	*Forget*	Light Blue Ring
Sphere	*Neutral Magic/Forget*	Dagger
Armour	*None*	Invisible
Mummie	*Blind/Fear*	Fear
Insect Man	*Stun/Rock Shower*	Mental Spell
Dwarf	*Neutralise Magic*	Frof Familiar
Genie	*Magic Missile*	Light Blue Ring
Blades	*None*	Food
Crystal Man	*Fireball/Icy Blast*	Stun

CRACKING THE ICE

Those frying pan makers who hack games in their spare time have done it again. The Tefal Men are the first to send me a POKE for Elite's brilliant *Beyond The Ice Palace*. Take it away lads . . . (And that doesn't mean steal my can of Lilt!)

```
10 REM BEYOND THE ICE
   PALACE
20 REM STE+MEL+
   TRUCKER
30 REM THE TEFAL MEN
40 CLEAR 24831
50 PAPER 0: BORDER 0:
   INK 0: CLS
60 LOAD "" SCREEN$
70 LOAD "" CODE
80 POKE 38279,0
90 RANDOMIZE USR
   24832
```

Or Multifacers can just type POKE 38279,0 for infinite lives.

YOU START WORKING FOR MONEY.



PLAYING TIPS

MORE VODKA DRINKERS FOUND

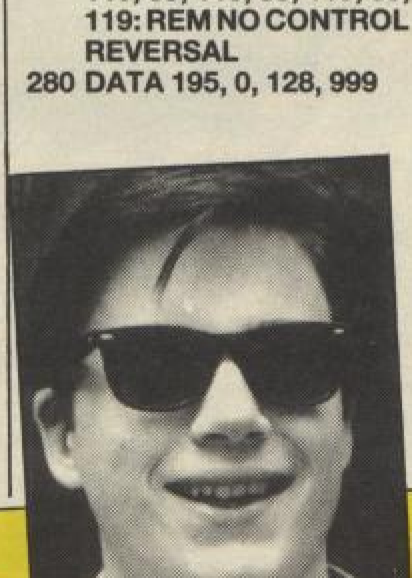
Karnov, that colourful game from Electric Dreams, has been hacked by Neil Hopkinson of Fareham. Neil has found out where an infinite amount of lives are kept.

```
10  CLEAR 32767
20  LET A=60000: LET C=0
30  READ B
40  IF B<>999 THEN POKE
    A,B: LET C=C+B: LET
    A=A+1: GOTO 30
50  IF C<>7622 THEN
    PRINT"ERROR!": STOP
60  LOAD "" CODE 65088
70  RANDOMIZE USR
    60000
100 DATA 243, 33, 83, 254, 1,
    128, 1, 175, 237, 79, 237,
    95, 174, 119, 35, 11, 120,
    177, 32, 246
110 DATA 62, 201, 50, 74,
    255, 49, 0, 0, 205, 47, 255,
    33, 156, 234, 17, 177, 132,
    1, 13, 0, 2 37, 176
120 DATA 175, 50, 204, 128,
    33, 88, 255, 17, 0, 96, 1,
    80, 0, 237, 176, 195, 0, 96
130 DATA 0, 71, 50, 163, 133,
    214, 49, 50, 110, 97, 0, 0,
    0, 999
```

MARAUDER DISORDER

Hewson's latest smash hit Marauder **is absolutely fantastic, but it's just a bit too hard. Well, it WAS!** Simon Salwan **of Horndean has hacked his way in to it and found a variety of helpful POKEs. £30 of software should go towards some new games for Simon to hack.**

```
*0  REM MARAUDER
    POKES BY SIMON
    SALWAN
20  BORDER 0: PAPER 0:
    INK 0: BRIGHT 1: CLEAR
    32767
30  FOR A   32768 TO 1e9:
    READ B
40  IF B<>999 THEN POKE
    A,B: NEXT A
50  PRINT AT 12,6; INK 7;
    INVERSE 1; "START
    MARAUDER TAPE"
60  LOAD ""CODE:
    RANDOMIZE USR
    32768
70  DATA 33, 14, 128, 17, 0,
    91, 1, 0
80  DATA 1, 237, 176, 195, 0,
    91, 62, 20
90  DATA 50, 4, 252, 60, 50,
    7, 252, 62
100 DATA 201, 50, 19, 252,
    205, 0, 252, 62
110 DATA 15, 50, 116, 254,
    62, 18, 50, 113
120 DATA 254, 50, 121, 254,
    195, 58, 254, 33
130 DATA 46, 91, 17, 196,
    100, 1, 32, 0
140 DATA 237, 176, 24, 32,
    80, 79, 75, 69
150 DATA 83, 32, 66, 89, 32,
    83, 73, 77
160 DATA 79, 78, 32, 83, 65,
    76, 87, 65
170 DATA 78, 32, 70, 79, 82,
    32, 67, 82
180 DATA 65, 83, 72, 32
190 DATA 62, n, 50, 66, 102:
    REM WHERE 'n' IS
    NUMBER OF LIVES
200 DATA 62, n, 50, 71, 102:
    REM WHERE 'n' IS
    NUMBER OF SMARTS
210 DATA 33, 222, 154, 62,
    195, 119, 35, 62, 20, 119,
    35, 62, 137, 119: REM
    INFINITE LIVES
220 DATA 175, 50, 183, 133:
    REM INFINITE SMARTS
230 DATA 62, 201, 50, 56,
    142, 62, 36, 50, 47, 250:
    REM INVINCIBILITY
240 REM POKES FOR
    DEFENCE BEACONS
250 DATA 62, 14, 50, 185,
    155: REM NO GUN JAM
260 DATA 62, 201, 50, 237,
    160: REM NO LOSS OF
    LIFE
270 DATA 33, 176, 155, 175,
    119, 35, 119, 35, 119, 35,
    119: REM NO CONTROL
    REVERSAL
280 DATA 195, 0, 128, 999
```



PLAYING TIPS SPECIAL

You can't keep a good man down. And you can't keep Nick Roberts down either. In the CRASH Christmas Special Nick'll be printing all the pokes he can get his hands on. Every poke/tip/or map printed will get a fabbo fluffy Olibug (see the Hypermarket for more info). Old or new, Nick doesn't mind. In fact you can even send in requests (although you won't get an Olibug). (Alright then, 'Give us a *Head Over Heels* poke, Nick' – Ed.) So what are you waiting for? GET HACKING!!!

FLASHBACK

Since Flashback started it has been mainly devoted to POKEs on older games, but this month all that is set to change. David Fordham **of Westerham has sent in a step by step cheat for Palace's** *Cauldron*, James Sidwell **finds Ocean's** *Moon Alert* **a bit difficult and requests some POKEs, and for some peculiar reason many people have been shouting out for POKEs or tips on an ancient game from Artic called** *Mutant Monty*!

CAULDRON

1 Play *Cauldron* as normal.
2 Find a cave and the appropriate key.
3 Enter cave and press Q.
4 Type in the number of the room you wish to go to (<103).
5 The Golden Broom is in Room 100, but go right from Room 101 to reach it. You will now complete the game.

MUTANT MONTY

This POKE was printed by Robin 'What shirts shall I wear this afternoon?' Candy in Issue 15. **MERGE ""** the loader and type in **POKE 54933,0** before the PRINT USR statement. Now you should have 256 lives.

MOON ALERT

Here are a couple of POKEs that will make the game easier. One gives infinite lives and the other makes you invincible. **MERGE ""** the loader, as in the *Mutant Monty* POKEs.
POKE 39754,0 for infinite lives
POKE 42654,195 for immortality

GHOSTBUSTERS

Since this game was re-released by Ricochet, I have received hundreds of letters (well twenty or so!) on cheats and tips. Here's some helpful hints from **Christian Robinson**.

When you start off type BILLY TANG (or even TANG BILLY) as the name of your account and 15570011 as your account number. This gives you \$93600 when choosing your vehicle – type 0 and you get an invisible car that will carry everything, and only costs £2500.

Sadly that's all there's time for this month, but I'll be back with another fun packed few pages in the near future (well, next month actually). POKEs are getting a bit scarce at the moment, so instead of concocting quenching summer drinks, why not try your hand at poking some of the latest Smashes – you never know, that **£40** worth of software could be yours. Send all the bits of thermal paper, cassettes and jokes about my full colour picture to the usual address (I always say that but the name seems to change each month!) . . . THE PIZZA MAN, NICK ROBERTS'S PLAYING TIPS, CRASH, *PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB*

CRASH COMPETITION



SOLVE ALL YOUR COMMUNICATION PROBLEMS WITH MICRONET

Want to improve your street cred? See your friends turn green with envy as you groove along the street to your favourite beat? Well forget the psuedo-trendy people with their graphically equalized, water-proofed personal cassette players, they're nothing. What we have here is the biz, and no mistake! Those communicative people at **Micronet** are giving away a never-seen-before-in-the-history-of-the-world (and won't be for couple of months yet) brand new **Philips portable compact disc player** to the winner of this crucial comp.

Thanks to those everso generous people at Philips we've got our hands on the latest high technology. It features big easy-to-find keys (for big, easy people, I suppose), a CD output socket enabling you to link it to your hi-fi (you have got one, haven't you?) and drive your parents potty, a twenty track programmable memory, and a pair of high quality miniature headphones to use when your parents say 'shut that flipping noise up Johnny, we're trying to watch Neighbours!'. In fact, it's so good that even Nick Roberts might be getting one! (Only one Nick? – Ed.)

And if you think Philips and Micronet are pretty cool dudes at the prospect of putting that kind of high tech gadgetry in your hands then get a load of this. **Five** (yes, FIVE) runners-up will receive a terribly popular **Prism VTX 5000 Modem**, (as used by our own Communications writer, Paul Evans – can't be bad, eh?) useful for chatting to people miles and miles away – you can even have parties on it (see Communications for more info) – on those cold winter nights when the hi-fi has busted and you wish that you had won the CD player.

How do you win one of these prizes? Well, for such tremendous prizes it ain't that hard really. Just have a gaze at the wordsquare (situated somewhere on this page – can't say where at the moment 'cause they haven't laid out the page yet – well I'm still writing it, aren't I?) (get on with it – Ed) and spot **ten** hidden words connected with those crazy people at Micronet and those more reserved folks at Philips. Circle the words (remember, they could be in any direction) (knowing the Art Department, they might not even be there! – Ed), cut out (or photocopy) the form and send it, along with your name and address, to **PHILIPPING MARVELLOUS MICRONET COMP, CRASH, *PO Box 10, Ludlow, Shropshire SY8 1DB*.** Good luck, and remember all entries must reach CRASH Towers by September 26. Don't forget that old saying, the decision of the resident (and very ominous, believe me) CRASH judges is absolutely and utterly final in every single respect. No cheating, or we will send Nick Roberts round to tell you the ENTIRE plot of Neighbours. You have been warned. (Don't you think that's a bit strong? – Ed.)

```
E S Q M I C R O N E T V
B R A C T I S O F L E P
O Y A R Z S P I L I H T
B S T W H I M G D R T U
S K E E T C A P M O C F
R S G Z M F N E I G P T
U E V F R A O H S G A K
S D T U A S I S B I M H
H A P N Q C R L E J E K
C H A T L I N E S L L E
X S T E R E O D O F E L
G A L L E R Y M G N T T
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CECCO'S LOG

Stardate: 1 July 1988

This month is a rather strange one for me. As well as having to fiddle about with two programs at one time, I am also having to get used to Hugh Binns designing the *Cybernoid II* graphics for me. I usually design my own graphics, but Andrew Hewson and I had agreed that getting a third party to provide the graphics would ensure that *Cybernoid II* had its own distinct ambience (and also I would have to do less work – snigger). In fact, Hugh is doing a fine job, and his work so far has impressed me no end. (Is that OK Hugh?)

Stardate: 4 July 1988

I have received some initial sketches of the *Stormlord* packaging artwork. It's all quite impressive – lots of macho guys chucking thunderbolts and lightning all over the place, and lots of not inconsiderably bosomed fairies squeezing themselves out of bottles (hey, this sounds kinky). Of course there is one slight problem – the main character in the artwork. (Now why do I get the feeling a small argument is going to brew over this?) I shall remain silent and hope that the people at Hewson don't notice this small anomaly.

(A few hours later . . .)

Guess what! I have been informed that the eagle-eyed people at Hewson request the incorporation of a main character that bears at least a passing resemblance to the main character in the artwork sketches. After a sneaky pincer movement from the Hewson ranks, I am forced to surrender to their terms (Grrr . . . !?$*$!).

Stardate: 6 July 1988

There seems to be a constant stream of ever-changing and ever-growing *Cybernoid II* graphics emerging from Hugh. Whilst they're very good, there is the slight problem that I have no memory left to incorporate them. I try and explain this problem to Hugh – and he promptly sends me a batch of even more graphics! Sometimes that poor lad just doesn't understand.

Stardate: 8 July 1988

I can see, the dwindling memory remaining in *Cybernoid II* is going to cause a few problems. I've only about 3K left in which must be inserted the new music soundtrack and all the screen definitions! Hmmm, rather awkward I know, but I suppose a solution will have to be found. I shall have to spend time pruning all the code as much as possible, and generally looking for any superfluous bits of data that are no longer needed – it's a lot of fun wading through a 200K source file!

▼ Does Johnny want to take a ride in Uncle Raf's Fiesta?



Stardate: 13 July 1988

I am told that a meeting is to be arranged at my place with Paul 'Ruthless Person' Chamberlain from Hewson and a number of other people. These sort of meetings are the absolute worst because I have to make tea for everyone that turns up. My strategy is to make the tea as badly as possible, so that next time I offer, the answer will inevitably be an emphatic no! (What damn jolly good idea!)

Stardate: 15 July 1988

A panic stricken Raffaele can be seen zealously putting together a demo of *Cybernoid II* ready for today's meeting with 'Chopper' Chamberlain. I am always slightly on edge at times like this so I tend to sing along (very badly) to Queen's heaviest rock songs, whilst walking in circles around the coffee table in the living room. I'm sure most people will think I'm bonkers, but I suppose you just have to be in this freaky business.

▶ Overcome by exhaustion, Raf can't remember which computer is which



Paul arrives on the dot (I normally expect him to be at least an hour late). Unfortunately, his punctuality is rather untimely as Hugh 'graphix' Binns and I are in the middle of hastily constructing a few new screens, and have encountered a few problems with utilising the latest batch of graphics. The rest of the meeting is spent trying to convince Paul that this fiasco has not been put on solely for his benefit! Being such a nice chap, he does, of course, believe me (crawl).

Stardate: 16 July 1988

I must say, *Cybernoid II* is starting to look pretty fancy. Things like the main ship and death lifts have been made a lot bigger than in the original *Cybernoid*, and there is plenty of Hugh's impressive animation all over the place. I can now see where all the memory has been going – well worth all the hassle, nevertheless.

Stardate: 17 July 1988

Andrew Hewson phones me and I am confronted with the classic, 'Hello Raf, how's it going then?' As usual I pretend that everything is going famously. Andrew puts down the phone a satisfied man. I'd better do some work now!

Stardate: 20 July 1988

A programmer friend of mine, Chris '*Death Wish*' Wood, is organising a large group of programmers to indulge in a bit of kart racing at Brands Hatch on August 1. (Ahh, the devil-may-care playboy lifestyles us programmers lead – if only!) Apparently these little five geared wonders can happily cruise round the circuit at over 100 mph.

Yes, I can just see those headlines now . . .

HEWSON HERO IN HOSPITAL AFTER BRANDS HATCH HEAD-ON HIT HORROR!

See you in the casualty ward . . .

Stardate: 23 July 1988

Stormlord has definitely been neglected this month, so I decide to have a quick look at my pride and joy. The scrolling really does look pretty impressive for an old Speccy. I look forward to having a real programming bash at it, when *Cybernoid II* is completely finished.

Stardate: 26 July 1988

Fellow programmers Dominic Robinson (*Zynaps*) and Nick Jones pay me a visit and we reminisce about 'the good old days' in the industry. Anyone would think we were a bunch of old codgers from the stories we had to tell.

Browsing through the latest issue of CRASH, we all comment on how Maria 'these saucers are too small' Whittaker would not have been seen in a computer mag three or four years ago. The three old codgers sit there with a twinkle in their eyes.

Stardate: 27 July 1988

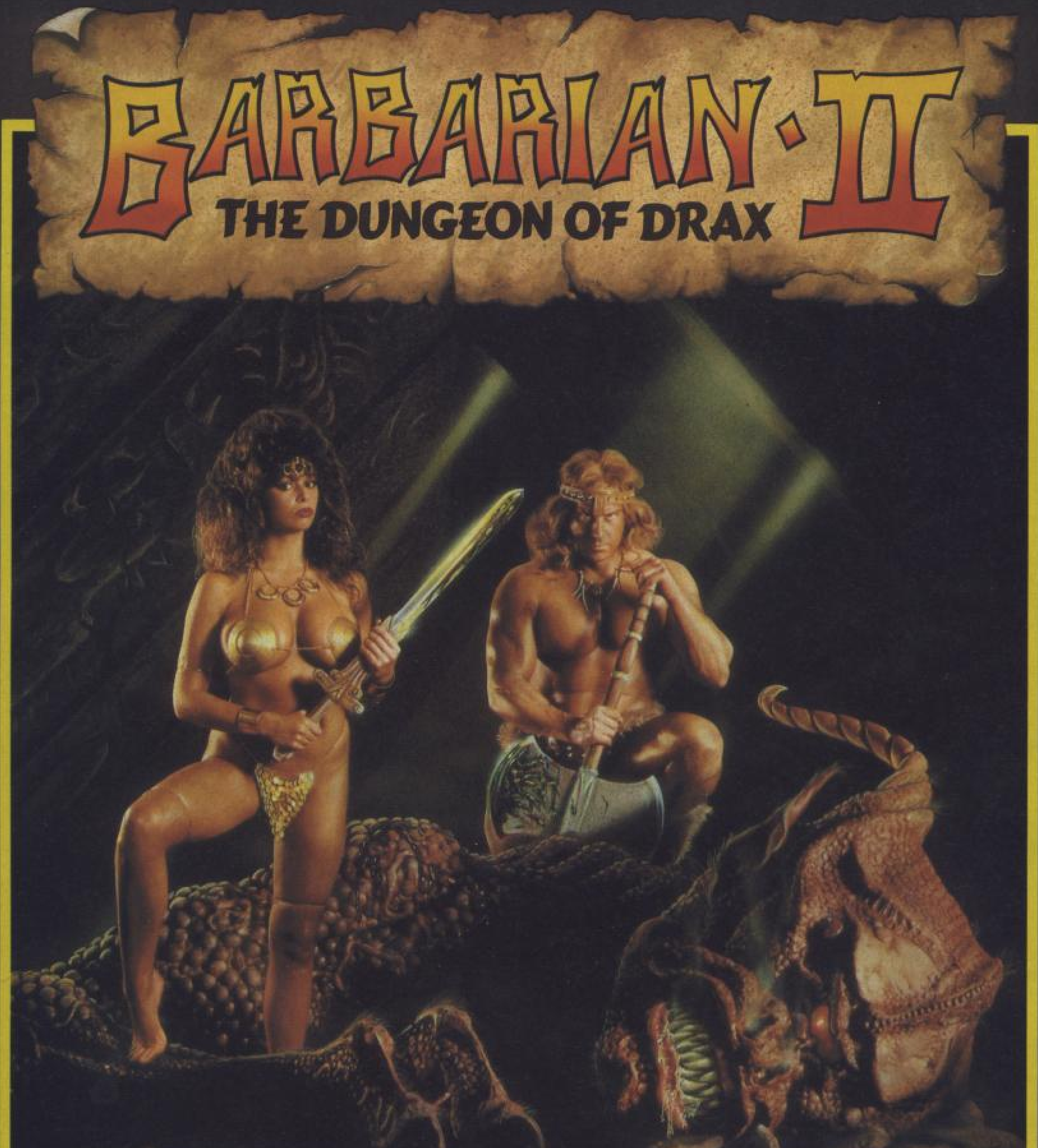
It is time to draw the curtains on this month's log. Keep your feet on the ground, and keep reaching for the stars. See you soon . . .

▼ Raf and his mates rehearsing for the Hewson pantomime



▼ 'No, I'm not asking Nick Roberts for his autograph – and that's final'

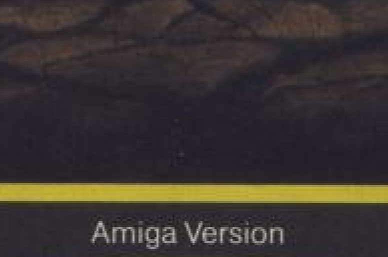




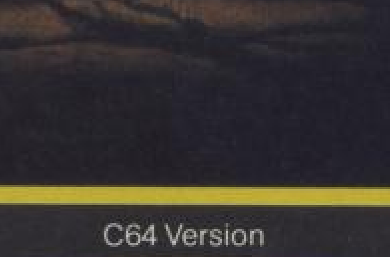
Spectrum Version



Amiga Version



C64 Version



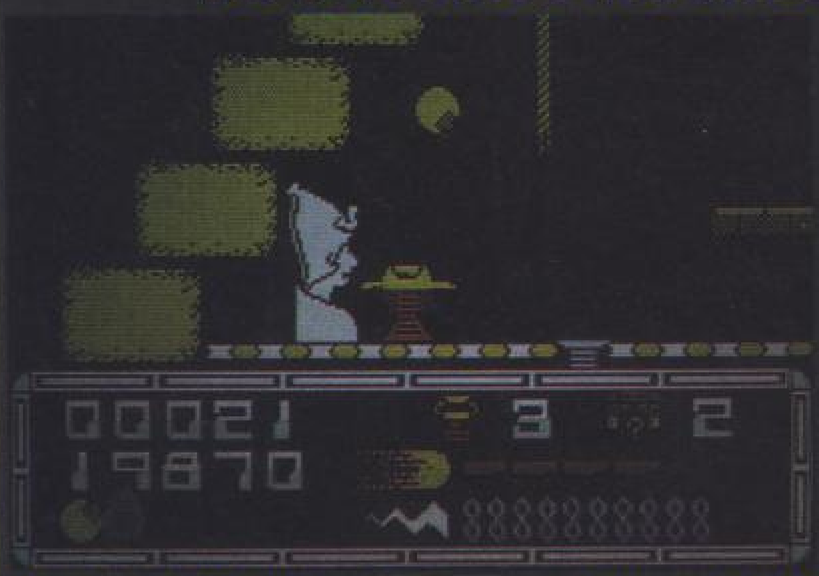
Check your local stockist for availability. In case of difficulty, available by mail order from: Palace Software, The Old Forge, 7 Caledonian Road, London N1 9DX. Send cheque or postal order for £9.99 (C64, Spectrum, Amstrad cassette), £12.99 (C64 disk), £14.99 (ST, Amstrad, Spectrum disk), £19.99 (Amiga) plus 80p P&P. Access and Visa holders telephone 01-278 0751. Subject to availability.

PALACE



WE'RE ALL GOING ON A SUMMER HOLIDAY

TO SEE THE PYRAMIDS WITH GRANDSLAM





Way back in 1987 Julian Skelly **entered his game** *Power Pyramids* in the Aer Lingus Young Scientist **competition – sadly it only came second! But** Grandslam, **being nice sort of chaps and all that, were so impressed with Julian's little effort that they signed it up, there and then!**

The thing that impressed Grandslam was not the graphics or even the amazing addictive qualities, but the way in which you didn't always actually move the main character – you adapted the enviroment around it!

To celebrate the release of *Power Pyramids*, Grandslam are offering the readers of CRASH (and those of ZZAP! 64 and THE GAMES MACHINE) the chance to win a fantastic holiday break in exotic Egypt, where you can visit the real pyramids in which the game is set.

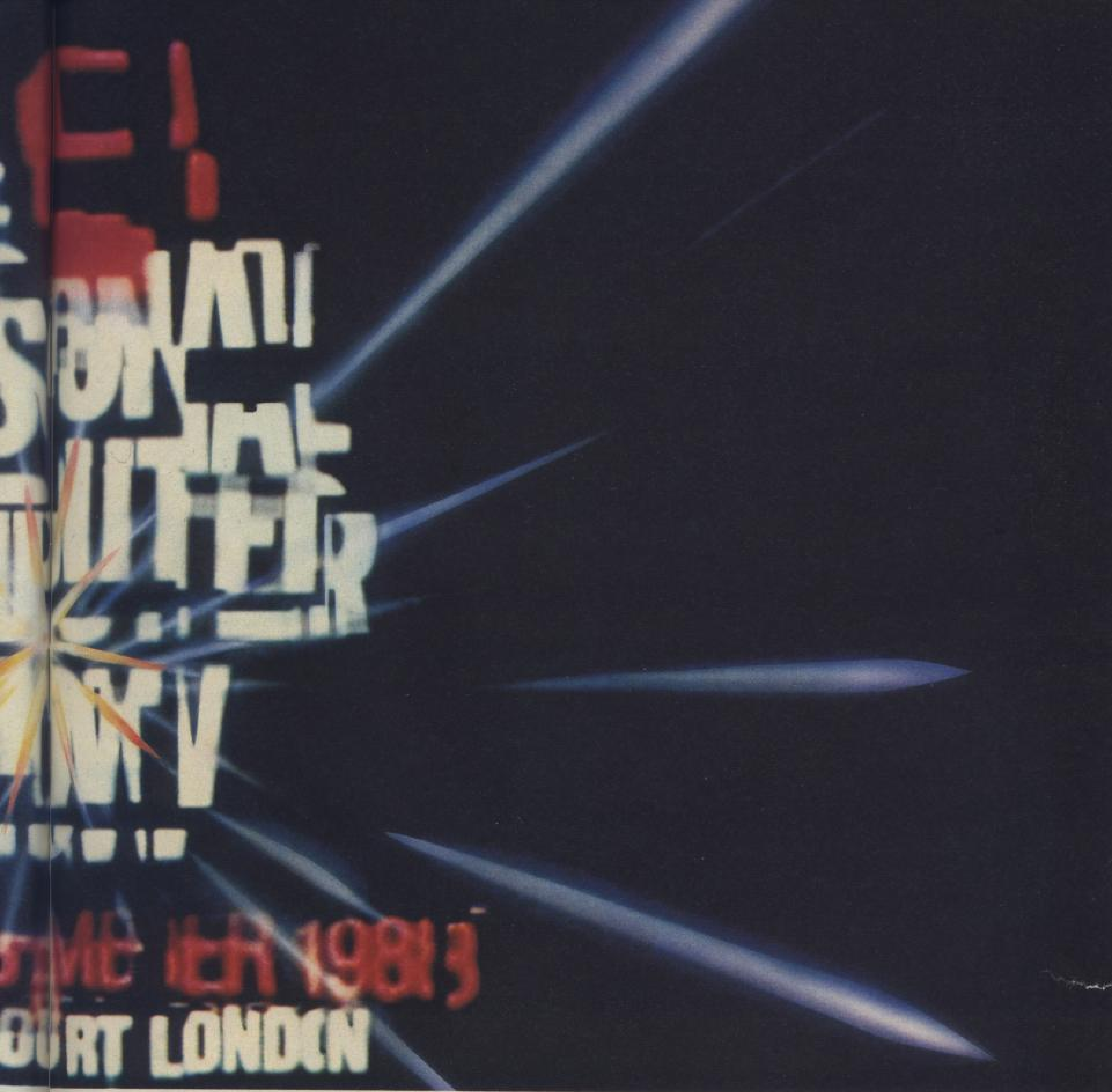
Don't forget, CRASH readers will be in competition with those of ZZAP! 64 and THE GAMES MACHINE for that superb first prize. There's only two tickets to give away, so get your entries in quick! Even if you don't get the fabbo first prize tickets to the sun there's always a possibility that you could be one of the 25 runners-up. Each of them will receive a brand spanking new copy of Grandslam's game.

To stand a chance of winning your Egyptian trip to the pyramids just answer the questions below and pop them on the back of a postcard. Despatch your postcard via the nearest camel to WE'RE ALL GOING ON A SUMMER HOLIDAY, CRASH, *PO Box 10, Ludlow, Shropshire SY8 1DB*. If your little **piece of card doesn't get here before September 26 I'm afraid you won't stand a chance of going. As per usual, the decision of CRASH's resident judges is final in all respects.**

Here come the questions . . .

1. **In which James Bond film did Roger Moore have a battle below the pyramids?**
2. **When did Egypt become an independent kingdom?**
3. **What two seas wash against the shores of Egypt?**
4. **What is the capital of Egypt?**
5. **What was Egypt's former official name (1958-1971)?**





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THEY'VE ALL GONE HOME

No schools! No detention! No prefects! Sounds like heaven, doesn't it? Well, in the not to distant future all you could have to worry about is homework – about the same amount of homework time as you're supposed to spend on O- and A-level revision. The truth is that we have all the facilities to network the whole UK education system NOW! If the funds that are already being spent on schools and education in this country were directed into a computer networking project, we would save money and time. IAN PHILLIPSON takes the chewing gum away from behind his ear, and investigates . . .

Visions of the future usually begin something like this:

Stardate 17 September 1999

Little Johnny Toogood wakes up. It's 8:30 on a Monday morning. School starts in an hour. Johnny smiles to himself then rolls over for another thirty minutes of well-earned kip.

But Johnny won't have an irate mother blasting decibels into his ear about him missing the school bus. Nor is he going to have that breakfast regurgitating ride with a flustered father late for work.

So why is our young hero such a stayabed when any self-respecting pupil would have gulped down a hasty breakfast, dragged a comb through sticky-up hair and dashed through the door?

It's all because Johnny's a new breed of pupil, a school kid who doesn't go to school to learn. He goes there only to play. His school desk isn't in a dingy old room in a beat-up building, but stands only a few yards from his scrumpled pit, in the corner of his room.

> 'Pupils would learn at home and go to school to play'

On the desk, sitting compactly, is a computer, keyboard, monitor and modem. At 9:30, in a pair of jeans and a T-shirt, Johnny will sit down at this workstation and begin his lessons. What's more, by the end of his 'school' day, which will probably be over by lunchtime, he'll have learned more, and done his set work faster and more effectively than he ever would have done at a normal school.

Much of his material will have been fed to his computer by a teacher miles and miles away, to ensure that Johnny's learning follows a specific path (perhaps concentrating on his academic strengths, or helping him if he has a learning blind spot) and some of the material Johnny will have chosen himself.

This youngster's educational lifestyle may be enviable. However, it is a thing of the future, albeit not tomorrow, according to some educationalists. To these prophets, computer-based home learning could be the educational standard by the first years of the next century.

WE'VE GOT THE STUFF

Already, the technology exists for home computers to be linked to other terminals and databases, both in this country and abroad. It is now possible to send large chunks of information down phone lines quickly and, apart from the odd glitch courtesy of BT, pretty effectively.

Already large and progressive companies, such as ICL and Rank Xerox, are encouraging many key staff to work from home. This trend is growing apace and in the next few years it can only speed up. The reasoning behind the move to home-based working is simple – money can be saved, lots of it, and employee productivity increased, by up to 30%. The same logic could be, should be and will be applied to education.

The cost of education in Britain is phenomenal. Last year it ran to nearly £8000 million, with many expensive resources being under-utilised and inefficiently run. Take school buildings for instance. A lot of money is tied up in them, but they're not efficiently used. The calculations may be rough and ready, but they make the point.

To be 100% efficient a school must operate day and night for 365 days. It doesn't. The five day week, standard vacations and Bank Holidays soon cut this to approximately 165 standard seven hour school days, or 48 full days. Biting into this are lunch hours, the dead time spent moving between lessons and disruptions, all of which could lose a couple more hours from each day to take this figure to around 34 full days.

Most people only work at 50% efficiency, but let's take a figure that would make a teacher delirious with happiness – 75%. Now, it seems that school buildings are only in use for some 26 solid days out of the year. That is to say that a school is used for teaching purposes only about 7% of the time. Hardly efficient, is it?

There are approximately 7 million school children in Britain at present. If they were to be educated from home then these expensive white elephants could be put to better use in the community.

The hardware and software necessary to provide such a home-based education system is already in existence. The cost of plugging a pupil into a local, regional or national network would at today's prices be less than £1000, or £7000 million for the entire British school population. Given the scale of the project and the utilisation of non state-of-the-art equipment, this figure would be substantially reduced. Whilst educationalist, **Tom Stonier** sees the total direct cost to the Government standing at as little as £3000 million. Of course on top of these initial payments for hardware and software are running costs in terms of on-line expenditure, yearly repair, database maintenance and the employment of systems analysts.

GET YOUR WAD OUT

If central and local government balked at spending such quantities of money, and it certainly seems they would (The Department of Trade has given only £30 million pounds to buy hardware and software since 1981), then it may be necessary for private enterprise to take the lead. It would not be hard to envisage business sponsoring some of the outlay (Heineken refreshes the bits other beers cannot reach), particularly if companies are likely to need a large number of quality personnel used to working from home via a computer.

Obviously the financial situation is a very complicated one, that would take much thought before it could be resolved. However, once the system was set up it would





improve the efficiency of Britain's educational system in many ways.

Computer-based systems can be attractive to pupils in a way that other educational methods find difficult. Teachers always find motivating their pupils a problem. That would still be a problem for the home-based school pupil – after all, it still is for high-flying and highly paid careerists who work from home. To head for the computer terminal can be hard, especially when the sun is blazing down outside and a favourite TV programme is on. But that motivational problem may not be as bad as it seems with the home-based system.

Generally people will do things when they are interested in them. At conventional schools much of the educational material is not geared to the interests of individual pupils. To do that would be not only expensive, but demanding in terms of teachers' time and abilities.

Relevant, understandable and contemporary material is more often than not better than old style standard texts, where airheads fill up baths then see how long it takes to empty them without even getting in to have a wallow with their favourite rubber duck.

NO AUTONOMY HERE

So the system of computer aided learning centred on the home could be cost effective and efficient in terms of what pupils produce, but would it work in practice?

A basic problem with all home-based education is that school does not solely exist, though very often it may seem that way, for the purposes of academic education.

There are other aspects of school. Learning to work and interact with others, playing sport, developing interests in such things as drama, and improving mechanical skills such as writing, woodwork or cookery are all areas that a computer-based educational system cannot help with.

So when a child works alone, from home, these are absent and provision would have to be made to supplement this area of their lives. But the easily conceived prospect of regular organised sporting and social classes, should resolve this problem. Pupils would learn at home and go to school to play.

But probably the greatest obstacles to creating this style of education have large political elements.

How much unemployment would be created as teachers and ancillary staff are laid off? (Wot! No more dinner ladies?) How would you ensure that the computers provided their pupils with balanced material that is not biased towards one political persuasion or another? Assuming that not all pupils will get a computer at the same time, who is to get them first and why? Would only a certain section of the pupil population benefit? For instance, children from the middle class families where parents tend to push their offspring. Could an educational elite be formed?

And then there's the problem of security. We've all seen *WarGames* and wished that it could really be like that – grades changed at the press of a key. Pages and pages could be written explaining the security flaws that such a system could have; but such things are easily overcome through rigorous testing.

As shown, this computerised system of education is not without its problems, no system is ever perfect. But it would solve many others. Researcher **Cathy Conlin** and Tom Stonier are adamant about the benefits: 'Such a program would boost the economy in general, the information technology industry in particular . . . . . . It would represent one of the soundest investments any country can make in its economic future'.

> 'It would represent one of the soundest investments a country could make'

However, it would seem most likely that at some point the great British compromise will take place to tame these thoughts of an economic paradise. There will probably be no full-blooded revolution where children wave goodbye to the schoolroom for ever. Perhaps, an intermediary step will occur where pupils are given second computers to take home, perhaps not even that will happen.

Whatever path is taken, authorities and institutions must stop away from today's educational norm of seeing the computer as merely a tool for the computer course, and realise that it is a workhorse for every subject from classics to chemistry, German to geography. A willing device that can enhance a pupil's working day and in the long run produce individuals who have the ability to function in an increasingly technological world.

When that gear change in thinking is made, home-based computer aided learning will approach a little closer. Till then I'll get my pencil back from behind my ear, and settle on down to another thirty minutes of Open University learning.



Now this is what I call 'high-tech teaching' . . . (Just look at those ties!)

AMERICAN ACTION

At the Massachusetts Institute of Technology is a young and ambitious new department, **The Media Laboratory**. Here computers are being developed that are attuned to the user's own personal requirements. In essence, the system works by trawling through masses of existing and constantly updated information for pieces of text, articles or bulletins that fit in with the user's predefined needs. In this way fresh knowledge can be incorporated into standard lesson notes, texts and exams.

Via the computer, all pupils would have access to a vast collection of information from national and international databases. And because this information was constantly updated, the latest techniques, methods and data would be learned. This would be of supreme importance in the area of science and would ease that perennial problem of having to forget old material and re-learning new.

The store of available knowledge is so large, and not dispensed by a few overly stretched teachers, that each pupil can be presented with an enormous variety of relevant problem situations to keep them interested in any area that they want. Using computers and networking systems, there would never be a timetable problem for the likes of Nicholas Cleverbrat of Nether Codswallop Highschool who used to find that his Swahili and astrophysics lessons clashed.

You remain interested in your lessons, because you set the tone and content of them.

> 'You remain interested . . . because you set the tone and content'

Educational computers would also allow great inroads to be made into the teaching of science, geography, biology or any subject where visual representations or experimentation play a great part.

The Movie Map is another product of The Media Laboratory. Using this system, detailed maps of towns and geographical features can be immediately accessed, and complicated diagrams drawn from different and easily manipulated viewpoints. In science, experiments that would otherwise be too expensive, or dangerous can be conducted, dramatically and accurately.





It's been practically impossible to go anywhere in Ludlow this week without getting soaked in a shower of rain. The damp has penetrated right through to my bones – it's even softened the point of one of my quills (very frustrating as grey geese are in rather short supply). I'm off back to Egypt the first chance I get (hoorah! at last we can get that camel dung out of the CRASH car park – Ed) – the wraith of Tutankhamen has been so charming recently. As the rest of you probably won't have mastered molecular time travel yet (or made enough money to pay for the flight, eh? – Ed), I can only advise you to forget about the great outdoors and settle down with an adventure – you've certainly got plenty of choice.

QUEST FOR THE GOLDEN EGG CUP

Mastertronic, £1.99

Smart Egg Software have a reputation for producing top quality games. *Rigel's Revenge*, released as a budget game late last year and written without the aid of an adventure utility, surprised everyone with its complexity and style. The same team was behind CRL's *Federation*, a revamped version of Eighth Day's *Quann Tulla*, an excellently presented sci-fi adventure embellished by the odd touch of Smart Egg humour. And it's exactly that brand of characteristically cynical fun which distinguishes their latest adventure *Quest For The Golden Egg Cup*.

If there's anything to be learned in life, it's that you always get exactly what you expect. If you jump into the road straight into the path of a pink C5 speeding down the highway at 90 miles an hour in the capable hands of an even pinker panther, it's guaranteed you'll be knocked down and killed. Next stop (of course) is heaven. Unfortunately, God isn't in the best state of mind to receive new angels – he's lost his golden egg cup and insists that you retrieve it. How could you possibly refuse?

Quite easily probably, except that God doesn't look like the sort of chap you'd want to mess with. Puffing at his huge Havana-style cigar, lounging around in a turban and monogrammed (G.O.D.) silk robe, playing melancholy tunes on his baby grand, he behaves like an eccentric, philosophical millionaire – and you've always had a soft spot for richer men (well, perhaps *you* have, Samara – Ed). In any case, he threatens to turn you into an egg if you don't obey.

Heaven, a small place full of bizarre and seemingly useless objects, is situated at the top of a beanstalk. Some branchlets down this overgrown vegetable, you discover a land of subterranean passages, forest paths, sparkling rivers and dusty train stations. Illustrated by bold, bright pictures, these strange and mystical locations are populated by a host of eccentric individuals. As the program doesn't allow for speech, interaction with all of these is kept to a minimum. It's mostly a matter of giving Wongo the witch, a surly guard or a ferryman what they say (or you decide) they require.

Thoron, a dwarf with a soft spot for gold (no, he doesn't sing), and Dandalf, a wizard without a wand unable to look quite as mysterious as he would like, are mortal enemies and provide plenty of entertainment when they manage to get themselves into a fight.

These two illustrious people are typical of the cross-referencing that pervades the whole of this epic journey. The obligatory constituents of an adventure game are scrupulously identified as they appear (cor, where does she get this from? – Ed); there's the inevitable 'under the bed object', a dead sherlock and a maze of twisting passages which bears more than a passing resemblance to the mindbenders devised by Level 9. Not that the satire stops at adventure games; a few more familiar elements of modern culture get the treatment too.

In the midst of all this totally gratuitous frivolity (eh? – Ed) there lurks a very playable and exciting game. The puzzles are by no means straightforward and there's plenty of opportunity for getting yourself killed. (How you can die when you're dead already I've still to comprehend.) The environment is extensive and has plenty to keep you occupied; it should take quite some time to fathom its many secrets.

The parser isn't quite as advanced as the gameplay. It doesn't accept complex commands and won't register commas or speech marks. (Sounds like Nick Roberts's sort of adventure

Stop snooping around in the bedroom and get on with the quest



– Ed.) Within these limitations, however, it has been very cleverly designed. In places where complex input *is* required, the flexibility of the parser has been extended to cover a wider range of possibilities. Consequently you have a functional rather than an elaborately intelligent system but one in which there's very little scrabbling for exactly the right word.

The mainstream software houses haven't exactly been swamping the market with their adventure releases over recent months. At a time when the publishers are concentrating more and more on licences and sequels, it's refreshing to be sent a game of such high calibre. As long as the budget houses keep releasing products as slick and innovative as *Quest For The Golden Egg Cup*, there's hope for adventurers yet.

OVERALL 88%

THE CALLING

Visual Dimensions, £1.99

If you knew a bit about cars you'd never have got yourself into this mess. After a comfortable meal out with Jenny you're stranded in the driving rain somewhere in the middle of the Yorkshire Moors. Not a telephone box or AA van in sight. (I know the feeling – Ed.) Through the rising mist you can just see the mysterious outline of a house. While Jenny goes in search of its phone to call the recovery service, you decide to wait in the car. Almost an hour later, she still hasn't come back and, though the car looks warm and dry, you've got to investigate this mysterious house.

A journey up a forbidding path leads to an ominous building. The rooms inside, ranging from study to pantry, from library to remote house-top tower, give occasional glimpses of magic and enchantment and are atmospherically described. A ghostly suit of armour whispers messages, a mysterious symbol on an attic wall gives off a strange, supernatural glow and a notebook in Professor Quinn's study hints at the necessity of human sacrifice. Jenny obviously found more than just a phone.

The graphics which illustrate intermittent locations are boldly drawn, bright and colourful. As an added bonus they contribute to the atmosphere and give the game a polished and professional look.

Initially, the only human inhabitants of this well-presented mansion appear to be the servants: a flustered and thoroughly preoccupied cook, a doddery butler and a gardener whose behaviour is extremely unfriendly. Each one needs to be treated differently to secure the minimal amount of help that they have to impart. Not that the interaction is of a particularly complex variety: fairly simple actions turn out to be far more fruitful than any attempts at speech. The butler, for example, is a mine of historical information – most of which is totally useless.

Inevitably, puzzles centre around the problem of rescuing Jenny and putting a stop to the mystic experiments of the eccentric professor. Essentially this means sussing out how the house's magic forces really work. Seemingly irrelevant magic rings and charms prove very helpful as long as you make use of them in the right place. Perhaps they're connected with the supernatural atmosphere that surrounds the hollow in the study wall . . . Problems are graded in difficulty (a few extra twists on the 128K version) though there aren't any really mind-bending toughies. A few blushing red herrings give the whole procedure that extra edge.

The typical *PAW*ed parser accepts complex input, recognises ALL and a small selection of adverbs. A RAMSAVE option allows you to save yourself from the occasional sticky moment. Unless you search CAREFULLY you may miss certain clues. Occasionally the program is rather fussy about the precise wording of a particular command (at one point you actually have to look into a chest that you don't know is open) but this hampers rather than halts progress.

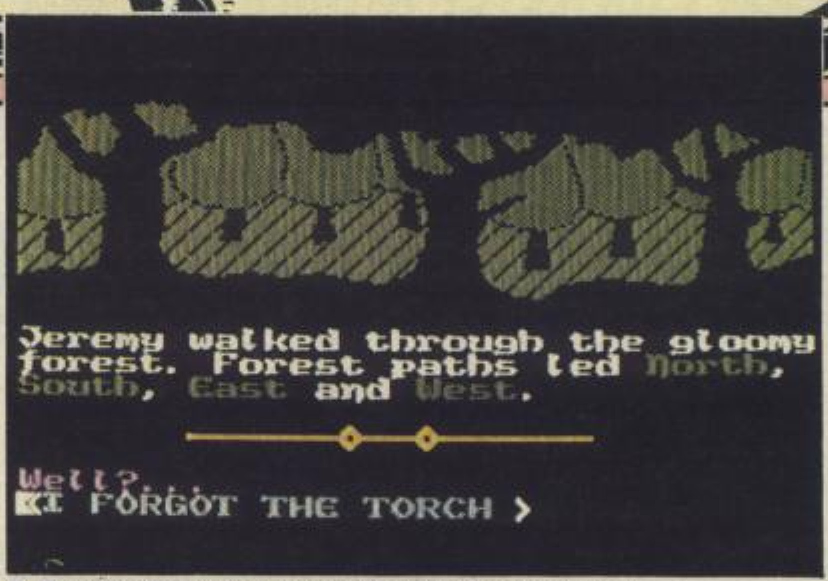
A tale set in a strange and mystical house isn't exactly the most original subject for an adventure game. None of the puzzles are exceptionally challenging, but as long as you don't expect too much, they're quite fun to solve and should keep you occupied for quite some time. At £1.99 you can't really lose.

OVERALL 68%

JESTER QUEST

Nebula Designs Software, £2.99
Authors: Louise and Mark Cantrell

If you're the only jester in a kingdom, you tend to get a bit blasé about the competition. Jeremy Jester was sure there was nobody else after his job and the quality of his jokes (pretty awful at their best) began to slide.



▲ **Sensible Jeremy jigs soberly through the countryside**

Everything was hunky dory (J.J. carried on bashing his bladder, screeching songs and blabbering Christmas cracker jokes) till Userper the great Jester of the Southern lands arrived. Jeremy was ejected from the king's hall without further ado. A pink elephant (resplendent in a very fetching tutu) informs him that only Smurkin, who possesses the power to turn precious ingredients into the Secret of Laughter, can help. Unless he manages to collect these ingredients and rescue the wizard's kidnapped daughter, his jesting days are definitely gone.

J.J.'s grave and solemn jaunt winds from his favourite, cosy nook in the Prancing Odour tavern (heard that somewhere before?) along the battlements of the Palace of King Bawd, through the Plains of Acne, to Grizelda's Lodge, and finally to Smurkin's Den. Armed only with a seriously warped sense of humour, he encounters a whole host of potential victims. Mr Pillock, manager of the local garden centre and a sadistic dentist; Oly North, a dubious American hero; James Slanderton the archbishop of the Met who likes playing with his whip, and an infantile little chap called Ronnie Raygun have differing reactions to jolly J.J.'s ultimate weapon – telling a joke.

Like the jokes or not, there are plenty of puzzles to get your teeth into. Sudden death is a constant possibility while the complex environment calls for extensive exploration. Satirical plot and puzzleability are closely linked. Lateral thinking is definitely in order though even the most carefully laid plans can come to grief in one of several sudden death situations.

The competently implemented *PAW*ed parser has been expanded to cover a whole host of useful commands. You can choose from four character fonts, repeat the last input, type OOPS or BOM to take back a move, enter the previous room by typing LAST, and RAMSAVE and tapeSAVE your position.

As another well-presented, competently constructed adventure produced courtesy of Gilsoft's *PAW*, *Jester Quest* doesn't exactly stand out from the crowd. How enjoyable you find it ultimately depends on how attached you are to this cynical, satirical genre. I'll venture to say that it's more likely to appeal to younger adventurers and anyone else who can stand Jeremy's awful, grisly jokes. If you think *you* can, write to Nebula Designs Software at *112 Upperwoodlands Road, Bradford, West Yorkshire BD8 9JE.*

OVERALL 66%

PLUS 3 ADVENTURES

Mastertronic, £9.99

It's just over a year since *Kobyashi Naru* was first released. Derek Brewster was pretty impressed by its smart icon-selection system which was a definite improvement over that used in Clive Wilson and Les Hogarth's earlier game *Zzzz*. *Shard Of Inovar* and *Venom* were released soon after but the heartbreak and confusion that surrounded Derek's departure meant that they were never reviewed. For anyone who missed out the first time, they're now available in a single package compiled specially for +3 adventurers.

Although the exact icons differ in each, the process of selection is practically identical. Various symbols (or words) representing basic actions (EXAMINE, GET, LOOK, VIEW etc) are arranged around the screen. Pressing FIRE selects a particular verb, and moving a second cursor over the location text chooses the appropriate noun. No typing of any kind is required; all actions are initiated via the keyboard or the joystick.

SHARD OF INOVAR

In a long-forgotten time, when the earth was populated by elves and wizards, the land was plagued by an ancient disease every winter which only a ritual connected with the powerful elfstone Inovar could lift. The Ritual of Decairn was uttered annually by Arthemin till, drunk with the thought of the stone's power, he became corrupt. In the resultant battle, the jewel was broken. As Arthemin's apprentice, you have no choice but to attempt to perform the ritual by yourself, releasing the agents of good that have become trapped as a result of the turmoil.

An incredibly complex scenario confuses what amounts to a fairly standard game of straightforward puzzles. An INVOKE icon which allows you to perform one of three rituals adds a little variety to the basic element of search, find and examine but on the whole the puzzles aren't compelling enough to keep you struggling with the long-winded and tedious input system.

KOBYASHI NARU

Immortality isn't granted to just anyone. To join the coveted Order you must complete the three phases of the Naru and bring back the necessary object from each. The three parts can be tackled in any order, though you can't begin a second task till you've completed the first.

Inevitably, with three separate and specific objectives, the puzzles are mainly sequential. Every now and then you're pulled up short in front of a seemingly impenetrable barrier, a massive masticating monster or an insurmountably dangerous obstacle – exactly the sort of problems to which the icon selection system is most suited. The emphasis is on short, succinct actions which it's easy to perform and which don't require complex input. There are enough options to keep you trying for quite some time, but with a list of specific available commands, you won't spend hours dawdling along completely the wrong track. Plenty of sudden death situations and an array of compelling puzzles make *Kobyashi Naru* by far the most compelling adventure of the three.

VENOM

As Rikka, you have agreed to meet Beris and Arrel, the ruler of Armosin, a world beset by evil, in the Dancing Drayman Inn. When they fail to turn up, the bonds of friendship leave you no choice but to try to find them.

As you wander through this turbulent land, the viewing screen gives a potted history, guide book style, of Armosin's past. A TALK icon allows you to communicate with the country's generally unhelpful inhabitants. As speaking involves at least five moves which take far longer to execute than simply typing a line of text, progress is slow and turgid. Unless you're extraordinarily motivated, you may not want to persevere.

Despite their labour-saving appearance, icon-driven adventures on 8-bit machines tend towards the slow and inflexible. Unless you have the scope of 16-bit and a host of adventurers almost guaranteed to be in possession of a mouse, moving the cursor is bound to be an awkward and unwieldy process. Despite the obvious sophistication of the systems used in all three of Mastertronic's adventures, I was left wishing that I'd had a chance to type in at least some of the more basic commands. Somehow just typing N seems far simpler than chasing a cursor all the way around the screen.

Still, if your typing fingers are particularly sore, you're desperate for a change and happy to put up with the limitations of an icon-driven system, this may just be the compilation for you. Its three games certainly represent an unusual departure from the traditional adventure mould.

OVERALL 75%

▼ **Cameron carries nothing at all as he tries to tackle the** *Shard Of Inovar*



LEGEND OF THE GNOME

Nettlefield's self-possessed and elegant Sloane, Ingrid Bottomlow, is about to make a comeback. Against all the odds and to the horror of her friends and relations, this gorgeous, girlish gnome has survived the perilous journey home – and in the nick of time. Jasper Quickbuck, is about to crush Little Moaning into the ground to make way for a Yuppie Homes development. Ingrid didn't complete her excellent education at a college for young ladies for nothing; Jasper Quickbuck is in for a serious fight.

Gnome II: Ingrid's Back will be previewed at the PC Show in September and should be on sale by the middle of October – just after *Lancelot*, in fact. Months of research have gone into recreating the atmosphere and language of the Arthurian legends as chronicled in Malory's *Morte D'Arthur*. The adventure follows Lancelot from the emotional ceremony of his knighting by Arthur to the tragedy of his doomed affair with Guinevere and his quest for the Holy Grail. Can't wait . . .



DOOMDARK AVENGED?

Way back in Issue 45, Derek Brewster published Paul Stephenson's *Doomdark's Revenge* poke. The misprint gremlins got to it and a few issues later Paul sent in a correction. F G DROTMAN and BRUCE WARREN, amongst others, still haven't managed to get the corrected version to work. A thorough search of CRASH Towers has failed to reveal the original tip. So Paul, if you're out there somewhere and you've still got the poke lurking at the bottom of a drawer, please get in touch.

▶

ADVENTURE TRAIL

SIGN STUMPS

CUSTERD'S QUEST

DANIEL BALMFORTH from Twickenham can't distract the peasants long enough for him to escape.

Examine the swill in the trough (yuk) to find a key. Use it to unlock the chest in the bedroom. Throw the coin you find there at the peasants.

DRACULA

Having just bought this game, PETER GREGSON has so far been unable to get himself a room. LILIAN WONNACOTT, has got a bit further but keeps getting herself killed when she tries to shave.

Examine the desk in the foyer of the hotel and ring the bell. When the manager arrives, sign the register and go east to the dining room.

Get the cloth from the tray, polish the tray and you have a makeshift mirror.

RIGEL'S REVENGE

DARREN LACEY has been trying to get out of the first location for six months. VICTOR EDWARDS would like to get at the uniforms on the porch.

FIND GOGGLES and WEAR GOGGLES.

Throw a piece of rubble at the light. Steal a Rigelian uniform.



THE BIG SLEAZE

VICTOR EDWARDS is having trouble getting the car started. ANDREW BOTTOMLEY has a whole list of taxing questions.

1 What can I do with the Maltese Bullfinch?
2 How can I avoid getting hurt in Central Park?
3 What should I do in Joe's Diner?
4 What use is the cloth from Wang's shop?
5 Where can I find Ben?
6 What should I do with the model airplane?

JOIN WIRES to start the car.

1 Break it.
2 Enter it only between 6am and 6pm.
3 Examine the toilet wall for a clue.
4 Use it rub the Statue of Liberty's torch.
5 Wait for him in the apartment at Imrand Street.
6 Enter the lift at the Empire State Building. Press 102 to go up. Leave the elevator and when you encounter King Kong, PUT BATTERY INTO AIRPLANE.

KENTILLA

Zelda remains an unknown quantity as far as SEAN DAVIES of Liverpool is concerned. He can't find her or work out what to do with the bow and arrows that Elva makes in Carawood.

From the small beach, go east, east, east, south to find Zelda. Return Timandra to her and she'll help you across the moat into Tylon's castle.

Get Elva to use the bow to shoot Darg-Vool.

HEROES OF KARN

Regular Signstumps correspondent, MARK GOODALL, wants to know a few things.

1 How do I get past the guard?
2 How do I avoid the serpent?
3 How do I get the wand?
4 How do I open the clam?

1 Give him the money.
2 Get Beren to catch the bird. Release it to kill the serpent.
3 Play the flute to set Istar free. Get him to take the wand.
4 Use the crowbar.

NEVER ENDING STORY

Not content with two questions, VICTOR EDWARDS asks another one. He'd like to know how to get on to Falkor the dragon's back.

Blow the horn, GET FALKOR and say to him (Obvious really, innit? – Ed)

KAYLETH

GREGORY SWANN has heard of a bricked exit, but has no idea exactly how to get there. DANIEL HOYA can't find the hydroponic unit.

Before becoming Yurek go to Azap Epo and fire plasma at the exit. Don't go through yet – wait until you can return as Yurek.

You've probably found it without knowing what it is. (Isn't that always the case? – Ed.) Pour water on to the compost in the dome in which you find it (this is the unit), plant the bulb in the compost and wait.

MASTERS OF THE UNIVERSE

David again. This time he wants to know how to enter Castle Grayskull, how to move the cuboid and how to pass the crack of light in the Shadowlands.

Don't try to enter the castle till you have become He-Man (examine the posts in the bedroom and get the sword from the recess to achieve this). Hit coat of arms to gain entrance.

The cuboid and the crack are red herrings.

THE PAWN

The alchemists are giving WILLIAM MORRISON a hard time. (I know what he feels like – Ed.)

Give them the guru's rice. (Never fails! – Ed.)

PLAY IT AGAIN, SAM

IAIN DAVIES, CHRIS HODGSON and DENNIS FRANCOMBE are all having problems getting the cabbie to take them where they want to go. STEPHEN FAULKNER would like to know what to reply when Gloria tells him her problems.

To catch a cab, type HAIL TAXI. When the cabbie asks 'where to?', answer 45 WESTERN BLVD the first time. The address of the Club Casablance is 35 E LAKE. To follow Gloria's car, hail a taxi and type FOLLOW THAT CAR.

SAY YES.

LORD OF THE RINGS

SIMON WALTON has managed to make it through Moria but can't get anything out of the Taciturn Elf.

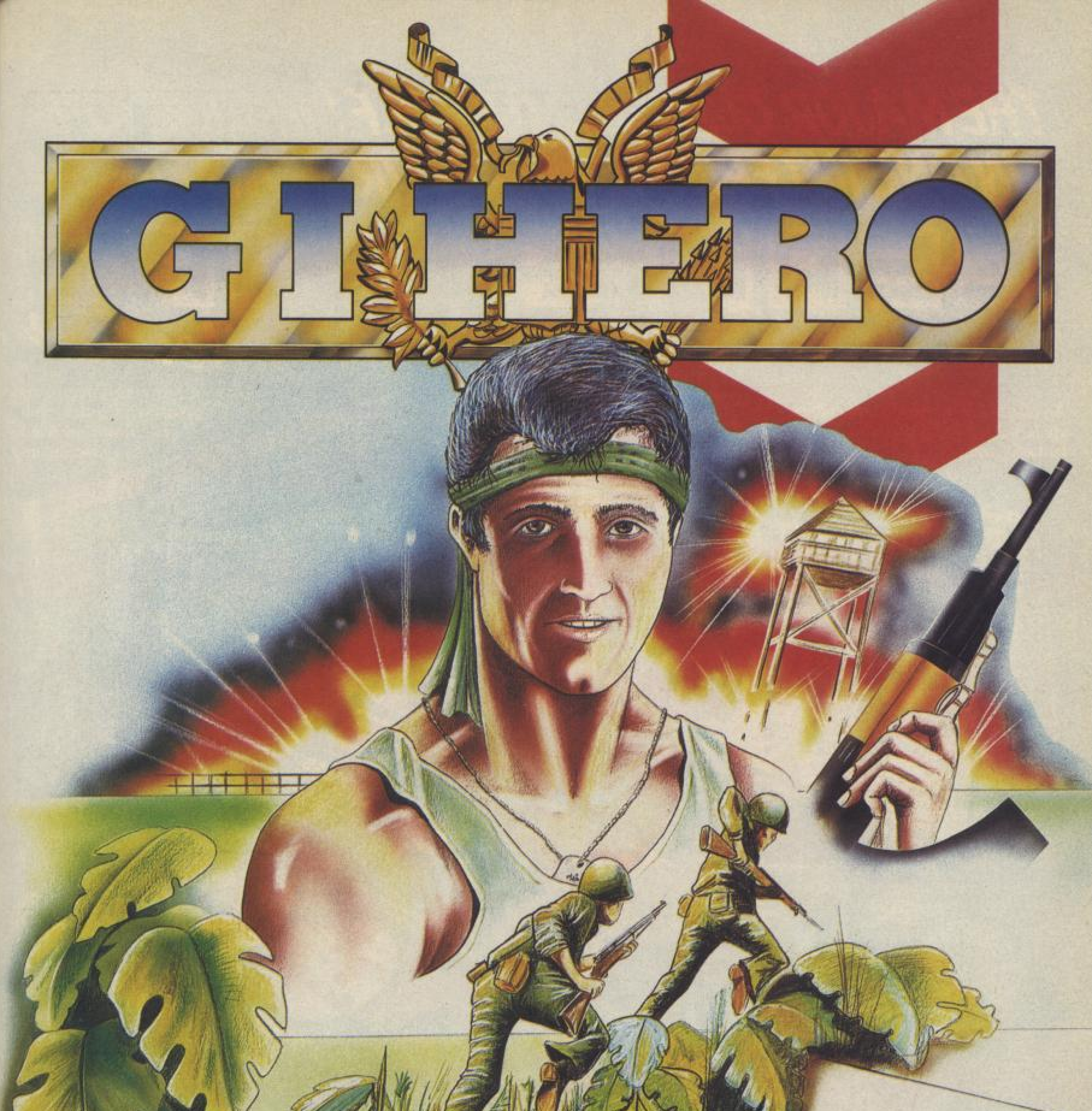
Ask the elf for help. (Come on Simon, even I knew that – Ed.)

WIN WIN WIN

It may have come to your attention that nobody won the £30 software voucher last month (no, not really – Ed) – mainly because none of your tips managed to reach me in time. This month, however, I've been inundated with useful information. Obviously I can't make use of it all at once but the best snippets of valuable info will be featured in future issues. So watch out.

Breathless? Brilliant? Bamboozled? Bored? Send your tips and queries on adventures old and new to SIGNSTUMPS, CRASH, *PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB.*

The most interesting are published but personal replies are not possible.



A-812387 touched down without a sound. Parachute hidden safely away, he surveyed quadrant 'X' with the steely gaze of a professional killer. The task was hard, some would say impossible, but to a special operations agent the impossible was merely a way of life.

The brief had been simple, recover the vital NATO documents — and of course, those three familiar words on which A-812387 thrived . . .

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THE SEPTEMBER CHARTS

HOTLINE TOP 20

1 *(3)*	**TARGET; RENEGADE**	IMAGINE
2 *(4)*	**CYBERNOID**	HEWSON
3 *(1)*	**MATCH DAY II**	OCEAN
4 *(2)*	**RENEGADE**	IMAGINE
5 *(7)*	**OUT RUN**	US GOLD
6 *(11)*	**ELITE**	FIREBIRD
7 *(–)*	**PLATOON**	OCEAN
8 *(6)*	**DRILLER**	INCENTIVE
9 *(▶)*	**DARK SIDE**	INCENTIVE
10 *(5)*	**EXOLON**	HEWSON
11 *(–)*	**ENDURO RACER**	ACTIVISION
12 *(10)*	**COMMANDO**	ELITE
13 *(12)*	**GAUNTLET**	US GOLD
14 *(–)*	**PAPERBOY**	ELITE
15 *(14)*	**FLYING SHARK**	FIREBIRD
16 *(19)*	**MATCH DAY**	OCEAN
17 *(–)*	**THUNDERCATS**	ELITE
18 *(–)*	**ATF**	DIGITAL INTEGRATION
19 *(▶)*	**BIONIC COMMANDO**	GO!
20 *(13)*	**BUBBLE BOBBLE**	FIREBIRD

ADVENTURE TOP 10

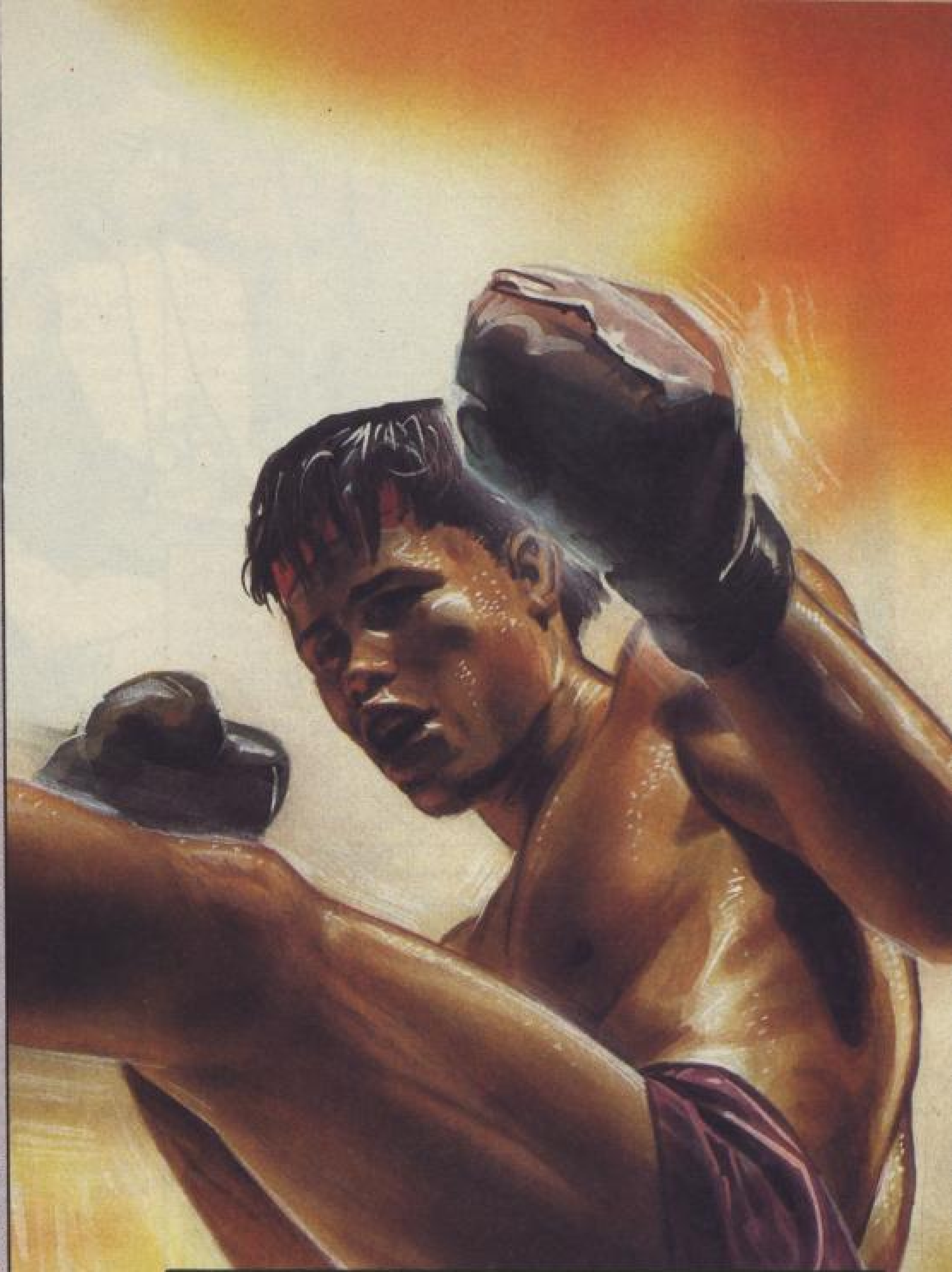
1 *(1)*	**THE HOBBIT**	MELBOURNE HOUSE
2 *(2)*	**LORDS OF MIDNIGHT**	BEYOND
3 *(5)*	**THE PAWN**	RAINBIRD
4 *(6)*	**RED MOON**	LEVEL 9
5 *(4)*	**SPELLBOUND**	M.A.D.
6 *(3)*	**STORMBRINGER**	M.A.D.
7 *(10)*	**HEAVY ON THE MAGICK**	GARGOYLE GAMES
8 *(8)*	**KILLED UNTIL DEAD**	US GOLD
9 *(7)*	**KNIGHT TYME**	M.A.D.
10 *(9)*	**RIGEL'S REVENGE**	FIREBIRD

STRATEGY TOP 10

1 *(1)*	**VULCAN**	CCS
2 *(2)*	**LORDS OF MIDNIGHT**	BEYOND
3 *(3)*	**ARNHEM**	CCS
4 *(5)*	**DESERT RATS**	CCS
5 *(6)*	**TOBRUK**	PSS
6 *(8)*	**REBELSTAR RAIDERS**	FIREBIRD
7 *(4)*	**DOOMDARK'S REVENGE**	BEYOND
8 *(10)*	**THEIR FINEST HOUR**	CENTURY HUTCHINSON
9 *(7)*	**BATTLE OF BRITAIN**	PSS
10 *(9)*	**THEATRE EUROPE**	PSS

VIDEO TOP 10

1 *(1)*	**PLATOON**	RCA/COLUMBIA
2 *(3)*	**ALIENS**	CBS/FOX
3 *(2)*	**LETHAL WEAPON**	WARNER
4 *(7)*	**ROXANNE**	RCA/COLUMBIA
5 *(5)*	**THE LIVING DAYLIGHTS**	WARNER
6 *(4)*	**A NIGHTMARE ON ELM ST 3**	WARNER
7 *(8)*	**FULL METAL JACKET**	WARNER
8 *(6)*	**HELLRAISER**	NEW WORLD
9 *(10)*	**RADIO DAYS**	RCA/COLUMBIA
10 *(–)*	**JUMPIN' JACK FLASH**	CBS/FOX



You've got FOUR charts in which to vote. For games featured in the main software review section vote in the HOTLINE chart. Games covered in Samara's Adventure Trail should be voted for in the ADVENTURE chart. And those games requiring specialised thought and planning (like war games) are voted for in the STRATEGY chart. Also, all your favourite videos can be voted for in the VIDEO chart – old and new, borrowed, but NOT blue!

Just fill in the appropriate form and send your votes off to **CRASH HOTLINE CHART, CRASH ADVENTURE CHART, CRASH STRATEGY CHART** and **CRASH VIDEO CHART**: ***PO Box 10, Ludlow, Shropshire, SY8 1DB.***

DON'T FORGET, every month we'll pick out five winners for each chart. The first will receive £40 worth of software of their choice, a CRASH hat and a CRASH T-shirt. The four runners-up will each get a CRASH hat and a CRASH T-shirt – a total of **20** winners. All you have to do is walk to the post box . . .

CHART VOTING FORMS .... page 112

WINNERS

*Lucky old **Stuart Hickey** from glorious Glasgow has won this month's HOTLINE first prize of a fantastic £40 worth of software plus the obligatory CRASH hat and T-shirt. Four runners-up also get hats and T-shirts; they are **C Nilley** from Dover; **David Port** of Liversedge in West Yorkshire; **Dewi Hughes** from Wrexham and **P Stenton** of Stocksbridge near Sheffield.*

*£40 worth of software will also be on its way to this month's ADVENTURE chart winner, **Aidan Merritt** of Lyme Grove in London. The fearless four runners-up are **Richard Johns** from Milton Keynes; **Robert Collier** of Leominster in Herefordshire; **N Young** from Oldham and **Mark Thompson** of Portishead near Bristol – all will soon receive CRASH hats and T-shirts.*

*The top dog in the STRATEGY chart this month is **M Champion** from Hottingham in London, who gets that much sought after £40 of software and a CRASH hat and T-shirt (suitable battle attire). The forceful four runners-up are **Scott Wilding** of Kettering; **N Gunatilleke** from Mitcham Junction in Surrey; **Karl Butcher** of Benfleet in Essex and **Tim Rollett** from Leeds. All four will be strategically sent CRASH hats and T-shirts.*

***Gareth Atkinson** of Okehampton in Devon gets £40 of superb software for being the VIDEO chart winner. His four runners-up are **Chris Ferré** of Havant in Hampshire; **Ian J Morrison** from Dunfermline; **R Campion** of Heavitree near Exeter and **Paul Quick** from Exeter itself. All winners will be receiving those mega-trendy CRASH hats and T-shirts.*

THE BIG MATCH LIVE!



After the triumphant success of Robin 'Cool' Candy and Nick 'Mine's a Ginger Beer' Roberts the CRASH reviewers are proffering suggestions from all corners of the office. This month it's the chance of Phil 'Maradona' King to prove that his fingers are as fit as his . . . well . . . you know! The game: Ocean's *Match Day II* (91%, Issue 48). The venue: CRASH Towers Stadium, Ludlow.

Well here we are again at the CRASH Towers Stadium. We are here to witness what has been called the sporting event of the decade, the Phil King *Match Day II* Challenge. The crowd is beginning to get restless so it can't be long till the match gets underway. I've just got time to give you a quick run down on the players . . .



KING'S ALLSTARS

Star Player: PHIL 'MARADONA' KING
Birthplace: Ludlow
Home Town: Clee Hill
Age: not known, but a lot!
Height: 5' 10''
Weight: 11 stone 2 lbs
Interests: underwater snooker, sheep racing, headbanging (into window panes!) and Hawaiian Feast pizzas
Favourite Team: Leicester City
Footballing Achievements: played for Clee Hill Allstars but never scored any goals



CLARIDGE ROVERS

Star Player: STEVEN CLARIDGE
Birthplace: Aylesbury
Home Town: Brill
Age: 14
Height: 7' 2''
Weight: 17 stone 12 lbs
Interests: scooter speedway, spraying shaving foam, standing on tables, and confusing waitresses (the final two are not entirely unconnected)
Favourite Team: Tottenham Hotspur
Footballing Achievements: played in Brill's Bovver Boys as a defender

ABIDE BY THEM

Each challenger must play no more than five games of football. No biting, scratching, locking up the keyboard or pressing the other person's keys. Each player shall have two matches against the computer (on EASY level). Both players must then sample the local delights of a pizza restaurant (9'' or 6'' pizzas at the players discretion). On their return they shall have three matches against each other (forward kicks only). The winner of the most games will be crowned the CRASH *Match Day II* champion. Both players must agree to have stupid photos taken of them. These rules are NOT flexible. Anyone player that does not abide by them will be forced to hack Jon Ritman's other game, *Head Over Heels*.

I THINK the players are starting to arrive. Steven Claridge sprints onto the pitch to find that King's Allstars are nowhere to be seen! He tries to calm his pre-match nerves with a game of *Where Time Stood Still* and a strong cup of luke warm coffee on the sideline. Phil finally arrives looking hot and bothered (he lost his lucky pullover and spent two hours looking for it). Everyone is now waiting around for the whistle. The shrill sound reverberates throughout CRASH Towers, the walls begin to shake and the contest begins . . .

FIRST HALF

Steven immediately shows his skills at passing and tackling, with some dinky footwork around the computer opponents. He finishes the half on a high note with some very promising moves. Phil watches, and awaits his turn. Highlights include one thrashing shot against the left post and a crowd-pleaser which went skyhigh over the cross bar. The score at the end of the first half is 0-0, and without even stopping for half-time oranges the teams are back on the pitch.

Steve strings together a few slick passes. He sees a chance, passes to the left wing and it's all clear. With a mean look in his eye the captain of Claridge Rovers runs straight at his microchip opponents and splits the defence apart. He shoots . . . and bang, before you can say 'Mark Caswell's a robot' the ball's in the back of the net! Just in time too. The final whistle is blown and Claridge Rovers jog back down the tunnel.

Claridge Rovers 1 Crazy Computer 0

Steven settles down into his seat and prepares for his second and final battle against the computer opponent. After winning only 1-0 in the first, he is now DESPERATE to put a couple past the computer. Yet again, Steve showers shots upon the computer-controlled defence. They hold up well, but no-one can last this long without conceding at least one goal; and they soon let Steven pounce on a free ball and bang it in the back of the net. As Claridge Rovers build up their confidence, their game becomes a delight to watch, with more passes flying around than planes at Heathrow. Into minute 36 and Steve's skill is beginning to show – he slams another one into the back of the goal, this time with his head! With a 2-0 lead at half-time he discusses tactics with his parents; they advise him to play safe. Steve rests on his laurels and continues to annoy the computer by playing the ball around, Liverpool-style. This kid has talent, but can he match the speed and strategy of King's Allstars?

Claridge Rovers 2 Crazy Computer 0

What's this I see as King's Allstars run out on to the pitch? Phil King's got a secret weapon. He chooses the most sick and garish colours you could ever imagine. It's no wonder the opposition are a bit wary when they start to run on to a blue pitch!

From the outset we can see that Phil is no ordinary sheep farmer. With passing like this, he

has no problem rounding up the sheep on Clee Hill. Phil takes a delight in running up to the opposition and tempting them with ball, but with a flick of a finger he pushes it through their legs, does a reverse somersault and lands ten feet further on down the pitch. (Are you sure about this? – Ed.) Phil piles on the pressure, the crowd are loving it, and so is Phil (in fact his ears are waggling!). Phil shoots . . . it's parried away by the 'keeper, he picks it up on the sideline and shoots again. Sadly for the computer, the goalie fails to cover his near post and the ball trickles over the line; much to the dismay of a very disgruntled computer 'keeper – if only *Match Day II* had speech! Half-time draws near, but there's just enough time for the Allstars to slam another past a yet more disheartened goalkeeper. Half-time score: 2-0 to Phil's Allstars.

After a very long mid-match chat (he wanted a cup of coffee, poor chap!) Phil sprints confidently onto the pitch. He's looking evil and sure as Phil's corduroy trousers are bottle green, he means business. They say there's no rest for the wicked and Phil proves the point by poking another sweet shot past the (*extremely* annoyed) 'keeper. The rest of the match sees the Allstars getting a bit physical: the opposition don't like it and neither do the resident CRASH judges! Phil gets a warning and fails to score anymore goals.

King's Allstars 2 Clive Computer 0

After yet another cup of coffee the CRASH judges insist that goal. Perhaps he's drunk (he has had 16 cups of Maxwell House after all). As the first half draws to a close Phil shouts, 'I can't stand this, get me a pizza'. Ed pops upstairs and finds a crumbly crust of bread next to Lloyd's Hermes typewriter. Will this do the trick? As the second half gets underway, Phil plods up the field and bangs his much-needed goal in the back of the net. 'Baaah, now that's more like it. We ain't no chickens! We're sheep!' (Is this guy wild, or what? – Ed.) Phil's back on target and scores another two goals, just for good measure.

King's Allstars 3 Clive Computer 0

They've both beaten the computer. Steven's hungry for success, whilst Phil is just hungry for a pizza.

COMMERCIAL BREAK

After playing two gruelling games of football, both Phil and Steven are ready for some stomach filling. Our illustrious Ed, being a generous sort of bloke (pah!), invites everyone (even me!) out to Ludlow's top restaurant – The Greasy Café. All fatty Phil's goal-scoring success is rewarded with a 9" Deep Pan Ham and Pineapple pizza – almost as big as his, now swelling uncontrollably, head! He can't even finish it, so he wraps it up, stuffs it down his pullover and takes it home for his dog.

SECOND HALF

Now we come to the nail-biting finish with full-up Phil playing slim-boy Steve. Phil chooses the



Phil takes an intense medical examination. He stands accused of wearing green corduroys for more than three hours at a time. He's reprimanded and told that if it happens again he'll be on his way home.

Phil's impressive first game performance has obviously gone to his head. He's getting very careless, begins to lose his touch and constantly misses the short straw and ends up on the joystick while Steven graciously accepts keys. And they're off . . .

Yet again, Phil gets out his box of tricks and tries a few more intricate, but well practised, moves. (Have you ever tried a triple, forward tuck tackle with reverse polarity whilst standing on your head?) Phil takes the ball the length of the field, looks promising . . . shoots . . . and MISSES! Groans of disapproval come from the comps minion (who has, incidentally, just come back from his two year round-the-world cruise!). Steven seizes the opportunity and takes the ball up the pitch, shoots, and rattles the woodwork. And so it continues till the saving sound of the half-time whistle. This is real end-to-end stuff grapple fans. (Surely the wrong sport Nick – Ed.) (Yeah, I know, but it sounds good, doesn't it?)

What's this I see? During the mid-match interval Steven has tried to add an extra goal to his total, without us noticing! Luckily for Phil the resident CRASH judges are on hand and reset the score back to zero. (Our decision is final in all respects – resident CRASH judges.)

Midway through the second half and Phil is looking hungry for a goal; and that's exactly what he gets, a fantabulous scorcher, floated in from the edge of the box. With Phil one goal up, a bout of despair falls over not-so-super Steve. With that important mental advantage Phil wins the first encounter.

King's Allstars 1 Claridge Rovers 0

With defeat at the hands of really-very-feeble Phil and the embarrassment of being caught by the resident CRASH judges, Steven enters the second head-to-head match looking very pale. (Was it the 6" Cheese and Tomato pizza? I ask myself.) With such a distinct advantage over Steven, Phil starts the second match as he finished the first. Within the first few minutes Phil bashes the ball past the despairing dive of the Claridge Rovers 'keeper – 1-0 to Phil.

Steven is now looking very downhearted, but Phil doesn't care. With only a few minutes before half-time Phil belts another through the arms of the Rovers goalie. As the end-of-half whistle sounds, so does a heavy sigh of relief from the Claridge bench. They realise the match is all but over for their suffering son, and try to console him with the promise of Summertime Special on ITV when he gets back home. Meanwhile, Phil is ready to start the second half. Time sure flies when you're beating the hell out of a challenger and Phil only has time for one more goal.

King's Allstars 3 Claridge Rovers 0

With no need for a fifth and deciding match poor old Steven runs back down the tunnel into the waiting arms of his parents. Cameron 'Lordy, Lordy Lichfield' Pound pounces just in time: 'You ain't goin' till I got some stupid piccies!'. Fair enough Cam . . .



GET REVENGE!!

Well you've seen Robin Candy shoot the wotsit out of a CRASH reader, Nick Roberts do the same and now Phil King bash another CRASH reader into oblivion. So don't just sit there. Do something about it. The one who started this winning streak off, Robin Candy, returns to commence battle in the next challenge. Beat him, for goodness sake!

Dear Robin

You may think that you're pretty good at *The Empire Strikes Back* but wait till you see my rooting tooting score when I come to CRASH Towers.

I've already scored . If you think you're man enough to challenge me, get in touch . . .

NAME ....

AGE ....

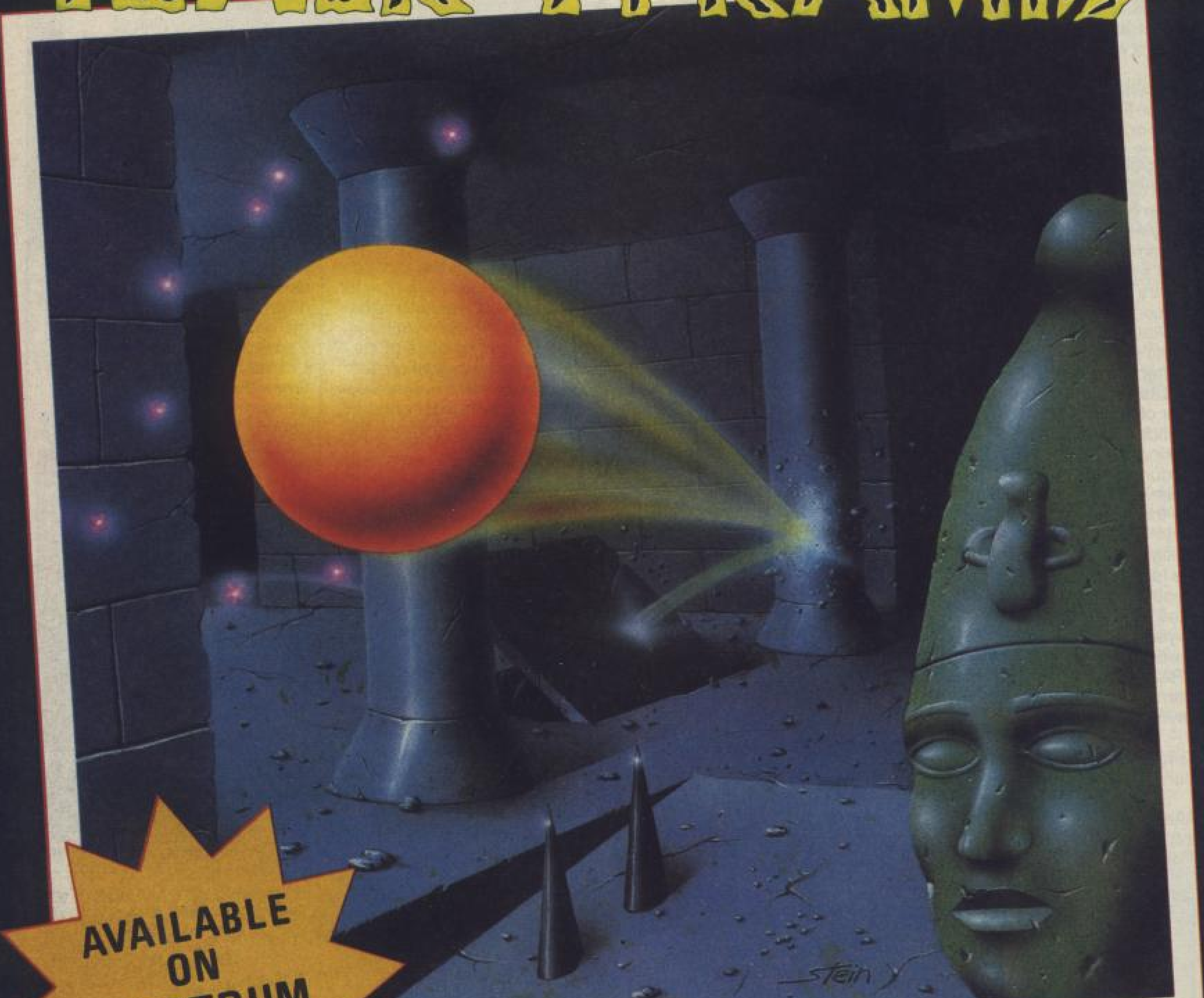
ADDRESS ....

....

☎ ....

Just cut out the form and pop it in the post to: CRASH Challenge – Robin Candy, CRASH, *PO Box 10, Ludlow, Shropshire SY8 1HD.* And don't be surprised if you get a call from us!

POWER PYRAMIDS



AVAILABLE ON SPECTRUM 48/128K and +2 £8.95

Delivery of the 4 pyramids is easy but activating them before you hand them over is a different story!

In this arcade adventure, guide your robotic spheroid around 128 screens of mind-bendingly convoluted landscape, avoiding the many hidden dangerous obstacles and activate all the power points in the pyramids.







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1988 PBM MAILBOX



PHILIPPA'S REVENGE

After many months of patient waiting, BRENDON 'What d'you mean I can't have 16 pages' KAVANAGH finally gives the readers their chance to question him on his favourite subject (after himself that is), Playing With Your Mail . . .

THIS MONTH Mailbox starts with an update on the latest games. Those of you who are sick of all those hack 'n' slay role-playing games will be interested to hear of a light-hearted game by CRASH's own Philippa Irving (and a few of her mates). It's a sci-fi fantasy/farce PBM game entitled *Revenge Of The Many Legged Man Eating Mutant Tiger Hounds From Outer Space* (strange, she always seemed such a *normal* person), and it seems to be quite popular. *Revenge* is a very strange game 'for the literate and the imaginative' (looks like Brendon won't be very good at it then – Ed). Any fans of alternative role-playing games should write to the **Alchemist's Guild, *PO Box 114, Kidlington, Oxford*.**

GOLDEN WHITE

David Callan has been running his company, Whitegold, since June 1987. The pilot game, entitled *Whitegold* (very original) and purchased from **Ben Parkinson**, is still going strong. Recently, two other new games have appeared from the Whitegold stable.

The first is a simulation of Napoleonic warfare. *Fog Of War* gives me the impression of being a poor man's version of *Muskets Of Mule*. Designed by the illustrious **Schubel & Son Inc** (sounds more a family piano-making business), the game boasts plenty of 'real world' locations and a good selection of militia, armed regiments etc. It is fought on both land and sea, but differs from the Napoleonic wars in that 16 countries have become involved. Players have to decide which of the three alliances each country joins. Compared to many PBM games, however, there is a lot of scope for any fun-loving wargamer to enjoy. Startup to CRASH readers costs £6 (startup, large map and free turn), while future turns cost £2.25 each.

There are a few extra charges but these are for services rarely required (knowarramean).

BALANCE OF POWER

According to David, *Balance Of Power* is a fighters' game. Experienced players who enjoy the rapidity of games such as Harrow Postal's excellent *The Weapon* will probably enjoy this game. I understand that it takes a few turns to get into, yet the earliest player death so far is turn three! The game is set in a world comparable to ours at the time of the World War I. Twenty countries are drawn into the hostilities, and a well presented map is provided. Conscripts, heavy artillery, battle ships and aircraft are all available, and players choose what level of military technology they think is needed.

The game has a heavy leaning upon strategy, and from studying the rulebook I also get the impression that the easiest way to win is to form an alliance with another state which has the right armaments to boost your own efforts – plenty of scope for diplomats!

Balance Of Power would suit anyone looking for a bit of excitement who could not afford *Global Supremacy*, but can afford £2.25 per turn for a similarly styled game. (Brendon's Interesting Fact 1: did you know that the *Global Supremacy* software could not distinguish between land and sea?) (No, but who cares? – Ed.) Startup for CRASH readers is a very generous £5.

If you require any further information on the above games then do not hesitate to send Whitegold an SAE for more information. The offers closes on October 1. You can contact Whitegold at ***PO Box 47, Ayr KA7 4RZ*.**

PBM FORUM

The man from the bowels of Records at Chester's NatWest bank takes a look at the latest reader rantings on all that's hip and trendy in the world of PBMing. (Plus a few other things as well – cos there aren't that many hip and trendy things in PBMing!)

PLAY BY MODEM

Dear Brenny Babes
I am in the process of setting up a bulletin board devoted to wargaming, using my Spectrum and modem. To go with this bulletin board I would like to run a Play By Modem game.

My reason for writing is that I need some advice on the format of the game, bearing in mind my lack of experience of modem gaming and the fact that the game would be run on a Spectrum. I would point out, however, that the Spectrum is backed up with disk drives, so memory should be no problem.

I would much appreciate any help that CRASH readers could give me to set up this service.
Mr S Heyward, 8 Greggnall Crescent, Lincoln LN6 8AH

Let's face it. I know absolutely nothing about playing with modems. Can anyone out there assist this young man?
BK

HURDY GURDY?

Dear Bendy Brenny
I'm ashamed to say that I first heard of PBM in March 1988 but I immediately became fascinated by what I learned. However, I still haven't got a clue what PBM exactly is or how I could join in the Netherlands and if I need special equipment, such as a printer, to play. Can you help?
S van der Hyden, Amsterdam, The Netherlands

You can play a Play By Mail game from anywhere in the world. Many producers offer special versions for foreigners. Play By Mail games are basically a multi-player strategy/war/adventure/fantasy game played through the postal system (another game altogether) over a long period of time. All game players pit their wits against each other, doing whatever the game says you must do. You don't even need any special equipment! Your game position (on computer printout) is sent to you by the person running the game. Study this printout, complete an orders form and send the form back to the game moderator. These orders are carried out at the same time as the orders from other players and the results returned to you by post. And so the game continues. On each turn you attempt to better your position in the game by whatever methods are available to you.

That, in a (very small) nutshell, is Play By Mail gaming. (Mmm, I've always wondered what he's going on about – Ed.) Just look around the CRASH PBM advertisement pages for some addresses to write off to. And, whatever you do, ENJOY YERSELF!
BK

KICK OFF!! WITH THE HOTTEST FOOTBALL GAME AROUND

GARY LINEKER'S

Hot-Shot!







The hottest football game ever produced for the home computer — full eleven a side football, sliding tackles, throw-ins, corners, goal kicks, fouls, selection of strips and the dreaded referee with his red card.

Play the computer or a friend on astroturf or grass — be careful the surface affects the bounce on the ball.

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AMSTRAD/CBM 64/128 £9.99 Tape, £14.99 Disk	ATARI ST £19.99 Disk



GREMLIN



Screen shots from CBM/128 version

Gremlin Graphics Software Limited, Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: 0742 753423

CUDDLE UP



WITH SOME CRUCIAL CLOTHING FROM CASCADE

In 1965 a crack commando unit was arrested by the military for a crime they did not commit. They escaped from a high security prison to the Los Angeles underground, where you can find them today. If you have a problem and no-one else can help you, then maybe you can hire . . . The A-Team. (Uuh. Don't you think there's something wrong there? – Ed.) (Umm, yeah, sorry. I think I'd better start again.)

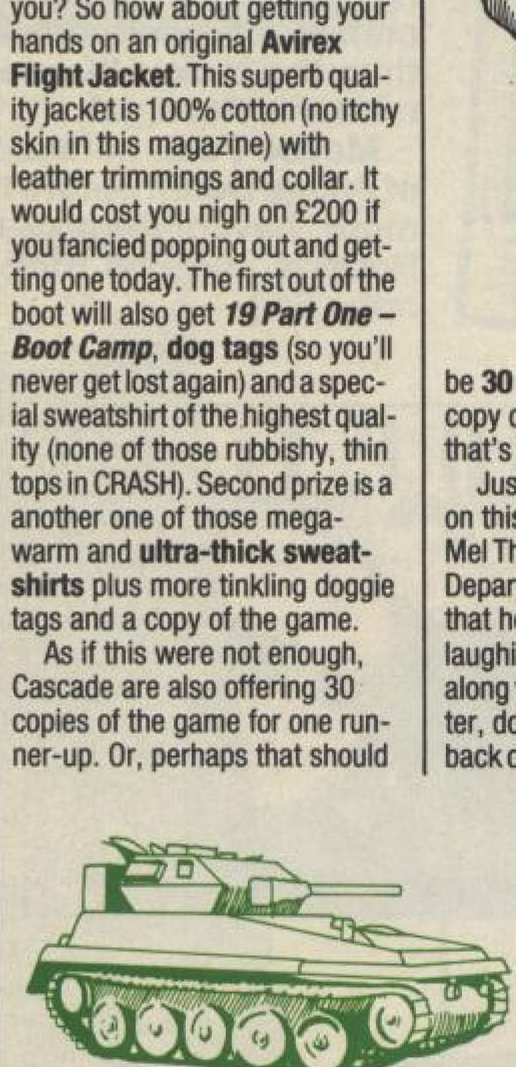
In 1965, thousands of spotty teenagers assembled at the US Army Training Camps, ready to be trained for combat in the ultimate battlezone – Vietnam. (That's better – Ed.) Some were six stone weaklings that even Charles Atlas couldn't help, while others were so chubby they made Nick Roberts look thin. The task of turning these wimps and blubber balls into first-class soldiers belonged to that most hated of commanders, the dreaded drill instructor. This sadistic sergeant would make the raw recruits go over a punishing assault course time after time, he'd then go back to the gym and throw them around the combat mats – all for the hell of it. No wonder the poor rookies relished the less energetic training like shooting practice and jeep driving!

However, with **Cascade**'s *19 Part One – Boot Camp*, you too can experience all the fun (!) of basic training without the exhaustion and agony! All four essential training events are included: the assault course, shooting range, jeep driving, and combat practice against the loathed Sergeant Harris – time to get your own back, perhaps? And if you make the grade, you can save your ratings for use in *19 Part Two – Combat Zone* (coming to a shop near you, soon!), where all your training will be put to the test.

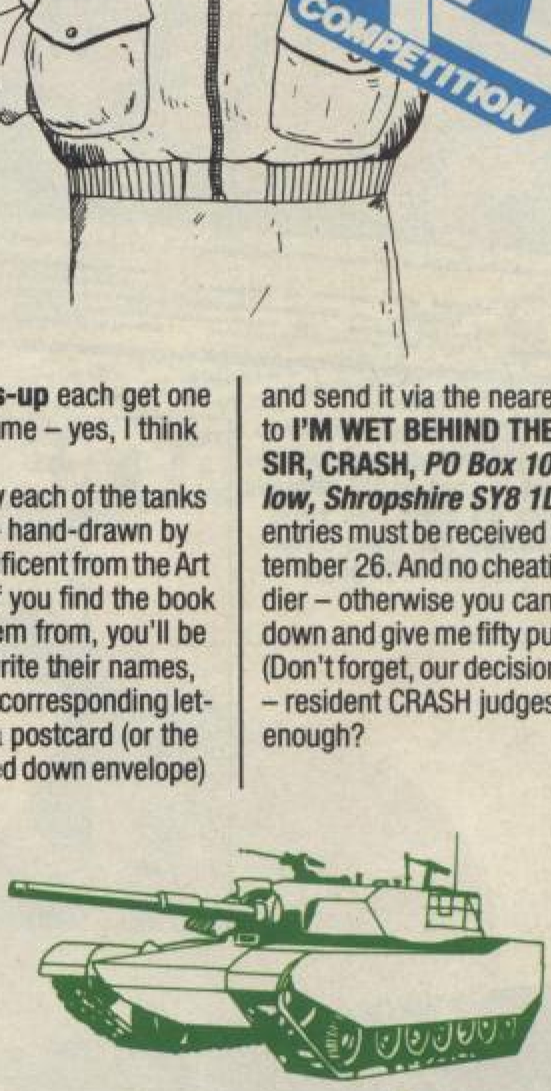
For all this Army training you'll need suitable clothing, won't you? So how about getting your hands on an original **Avirex Flight Jacket**. This superb quality jacket is 100% cotton (no itchy skin in this magazine) with leather trimmings and collar. It would cost you nigh on £200 if you fancied popping out and getting one today. The first out of the boot will also get ***19 Part One – Boot Camp***, **dog tags** (so you'll never get lost again) and a special sweatshirt of the highest quality (none of those rubbishy, thin tops in CRASH). Second prize is a another one of those mega-warm and **ultra-thick sweatshirts** plus more tinkling doggie tags and a copy of the game.

As if this were not enough, Cascade are also offering 30 copies of the game for one runner-up. Or, perhaps that should be **30 runners-up** each get one copy of the game – yes, I think that's it.

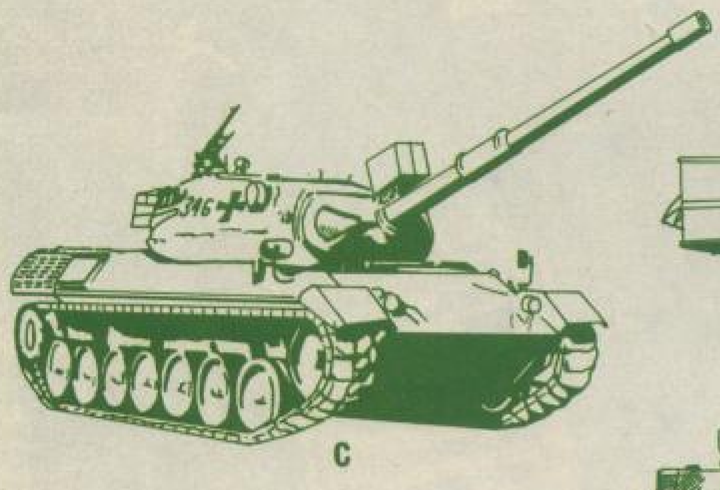
Just identify each of the tanks on this page – hand-drawn by Mel The Magnificent from the Art Department (if you find the book that he got them from, you'll be laughing!) – write their names, along with the corresponding letter, down on a postcard (or the back of a sealed down envelope) and send it via the nearest tank to **I'M WET BEHIND THE EARS SIR, CRASH, *PO Box 10, Ludlow, Shropshire SY8 1DB*.** All entries must be received by September 26. And no cheating, soldier – otherwise you can get down and give me fifty push ups! (Don't forget, our decision is final – resident CRASH judges.) Fair enough?



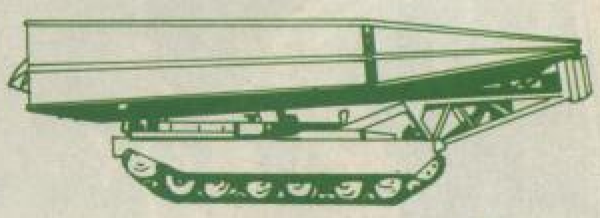
A



B



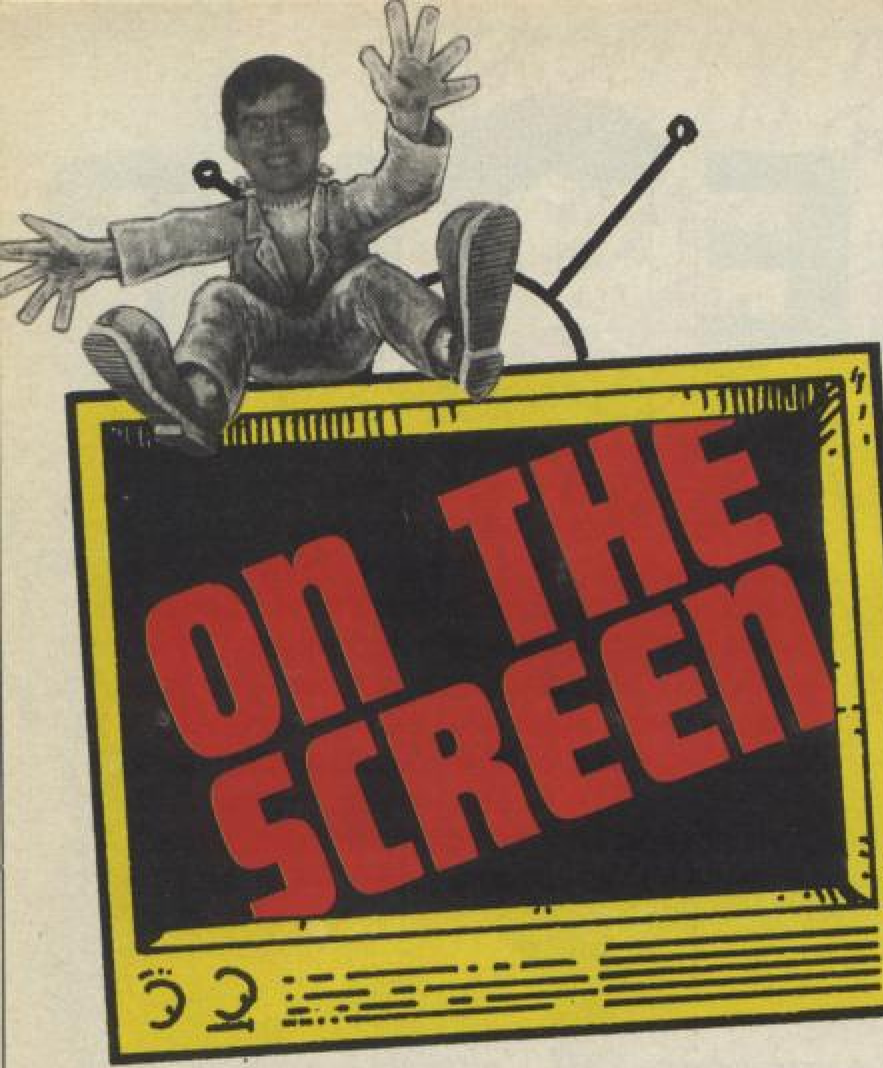
C



D



E



I don't think I'll even look at the OTS pages this month – I've only just recovered from the embarrassment of last month's. And to think that the (so called) Art Department actually defaced a picture of James Brown, my hero; well, it's beyond all comprehension. (Sob, sob.)

Anyway, what have I got for you this month? Well, the Caped Crusader stops baddie biffing long enough to pose for a delightful screen shot, Judge Death (who's getting almost as regular in OTS as me!) rears his ugly bonce (what d'you mean, ugly? I think he's great – Nick), and from across the seas comes a French movie poster (much better than the tacky UK ones, Ed tells me) from a reader in Portugal.

Maybe I can persuade Batman to dispose of Judge Death before he goes – he is causing more havoc around the office than Nick Roberts and Phil King put together. (Surely not – Ed.)



► Matthew Arnold is a very prolific little beaver these days (!), for he has sent in another OTS entry. This time it's those bald boys, The Christians that make a star appearance on the OTS pages.



► Borag Thungg, Earthlets. Judge Death is one of my favourite comic baddies (my favourite being Torquemada from Nemesis the Warlock in 2000 AD). Christopher Peil (haven't I heard that name somewhere before?) is the perpetrator of this masterpiece. Remember lawbreakerssss everywhere, the crime issss life, the ssssentence issss death. Splundig Vur Thrigg!



▲ Malc
boo
sen
wit



▲ Swamp Thing is in a rather pensive mood, maybe he's just taking a break from his usual anti-social activities. Mark Beech from Chelmsley Wood in Birmingham is obviously a DC Comics fan.



▲ (Did you see the film, did you see the film? Available at all good vid shops – Ed) Oh shut up, Ed. With all the baddies Mr Wayne has to deal with, it's surprising that he has enough time to pause for a picture. Christopher Peil from Little Lever in Bolton obviously managed to stop him long enough to draw this screen. But where is Robin? Why do super heroes always wear their pants outside their trousers? Where are my James Brown LPs?



▲ Malcolm Sparrow from Redditch in Worcs liked Issue 53's Coin-Ops Now booklet so much that he bought the company. Well not quite, but he has sent in a picture of the cover, and very good it is too. Oh, and good luck with the GCSE results.



▲ And now for this month's Movie News (he says in his Barry Norman voice). All the way from Portugal comes the French poster of the Spielberg creation, *Empire Of The Sun*, and why not? Thanks to Manuel Filipe for that little, but very effective, masterpiece.

WHOOPS, APOLOGY TIME

Apparently Christopher Peil (of Batman and Judge Death fame), had three screens printed in Issue 53 for which he wasn't credited (and thus didn't get his goodies). A thousand apologies Christopher, but this mess up occurred when I disappeared from the scene for a short time (always the way, isn't it?). But rest assured Art (for it was they what did the dirty deed) are being punished. Nick Roberts is up there now, tying them to their chairs and forcing them to watch Neighbours and listen to Debbie Gibson for a couple of hours. (Cor, sounds like a great time, I think I'll join them – Ed.) If it happens again I will have to get Dom to dig out his old Max 'You Need Hands' Bygraves records. And serve them jolly well right!

Well, time doesn't half fly when you are having fun, I'm afraid that's about it for this month. If you think you could design a prize-winning screen, send it in a jiffy (the cassette, not the TV screen!) to the usual address. Maybe, you could win a massive £40 worth of software for the screen of the month, or a not quite so massive (but certainly worth having) £10 worth of software for all others shown. Please, please, please send a SAE if you want your entry returned. I am but a poor staff writer with a large hi-fi and a set of James 'Grandfather Of Soul' Brown LPs to support. I can't even afford to buy stamps for myself, let alone you lot! Here's the address . . . (I wonder what Ed'll stick in the middle of my name this month?) MARK 'GIOTTO' CASWELL, ON THE SCREEN, CRASH, *PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB*. See you next full moon.


23 WAYS TO ACHIEVE SPORTING IMMORTALITY
FIGURE SKATING
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DIVING

FANZINE FILE

PHIL KING flicks through and glances over the latest in amateur Spectrum review journals

Fanzile File has a continental flavour this month, with two surprises from mainland Europe coming through the CRASH Towers letter box.

Modem is produced in Portugal by Pedro Costa. The A5 sized fanzine includes news, reviews, playing tips and competitions in its 50 pages, plus sections on movies and music. Each review is accompanied by at least two fairly clear screenshots but, like many other British people, I'm unable understand a word of the Portuguese text. Never mind, thanks to Pedro for sending it.

The second offering from across the seas is a Danish fanzine called ***Sinclair Freak'eren***, edited by Leif Mortensen. This is mainly aimed at more the serious computer users and contains many technical listings and tips for all Sinclair machines. Its compact A5 size is coupled with excellent text reproduction, although most of the screenshots suffer from horizontal white lines. Membership of the *Sinclair Freak'eren* club entitles you to six issues of the fanzine per year, but only those who read Danish stand to benefit from it. And now to more local new offerings.

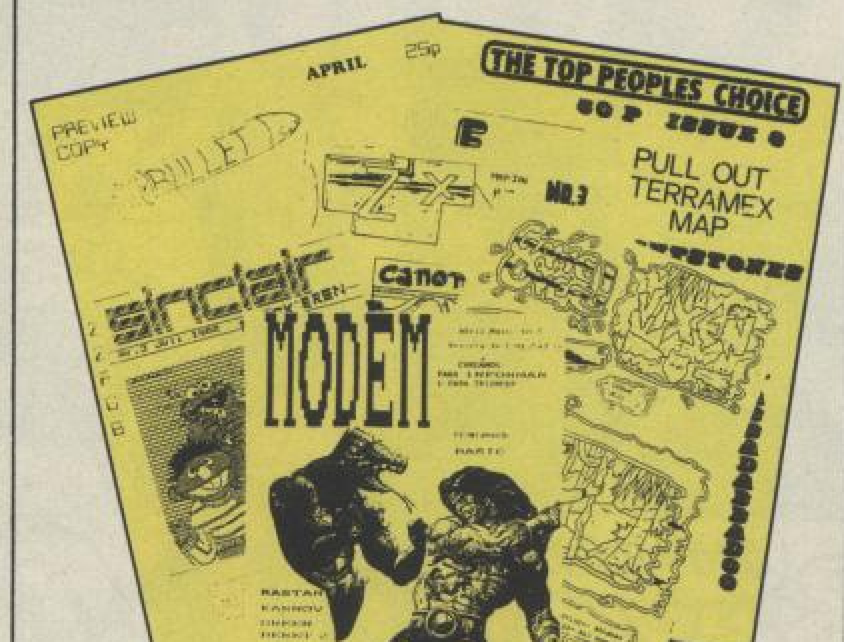
First out of this month's home file is the Gloucestershire-based ***Game Over!***. Its cover is unfortunately rather a mess, even with the original artwork, and the logo fails to stand out. Another annoying thing is that all the fanzine is on the right hand pages – the left hand ones are blank. Reproduction of the text is clear enough, but some of the screenshots are very dark (some reviews don't have any pics at all!). However, apart from the usual mix of previews, reviews and playing tips, the first issue contains a useful guide to the latest coin-ops.

The A4-sized ***Bullet*** also has a rather bland cover. Inside, its pages are graced by the presence of some amazingly large screenshots which occupy the facing page of each review, and represent quite a major achievement. Text reproduction is also of a high standard with excellent use of transfers for the titles. The first issue contains just five reviews, a competition, plus a small, informative playing tips section. Each review gives a detailed game description with a neat comments box below. A bit more criticism would be welcome.

Presentation is obviously a problem for ***OO-ER***, as it is produced entirely on a dot-matrix printer and therefore is without screenshots. A dozen or so printed A4 pages are stapled together and although the reproduction is perfectly clear, the fanzine really could do with some pictures. Photocopying would at least allow the inclusion of some screenshots – a major improvement. Another peculiarity is the fact that *OO-ER* seems to only review budget games and compilations. Each review contains a brief description and comment.

ZX has no problems when it comes to presentation – one of the first 'zines to have colour? However, this splash of colour has not been achieved with an expensive printer, but by sheer hard work – each copy is individually coloured in with pencil crayons. Each issue includes several reviews plus a large playing tips section with colour maps. Layout of the reviews is also very neat with a box for each criticism. *ZX* has made a bright start although once demand increases, the colour will probably disappear.

Soft-Spec, covering the West Midlands, is surprisingly thick considering its A4 size. Issue 1 contains several reviews plus a truly massive playing tips section. It also gives interviews with the two reviewers. Most reviews are accompanied by a single, usually clear screenshot. With its detailed reviews and large tips section, *Soft-Spec* has made a very promising start.



One of the strangest aspects of ***Glitch*** is its coverage of four machines: Spectrum, Sega, Commodore 64 and Amiga – a strange mixture. In the first issue, each machine has been allocated four reviews. Each review occupies half of an A4 page and omits a game description altogether, in favour of detailed comments. Although the reproduction of both text and screenshots is fine only one side of each page is used, wasting valuable space and money. However, the real problem with *Glitch* is its lack of content – there's little else apart from the reviews and if you only own one of the machines covered, it represents bad value for money. One solution might be to make a fanzine just for Spectrum and C64 owners.

Bubbly claims to be the 'champagne of Spectrum fanzines' (whatever that is) and consists of 22 clearly reproduced A4 pages. Most interesting features are the +3 tips section and an unusual role-playing column. The reviews occupy a page each with a detailed description and comments, and their appearance is brightened up by the inclusion of some decent original artwork. The screenshots are clear enough, but appear to have been produced using a thermal printer, resulting in no colour shading. *Bubbly* certainly has enough content to match its potentially excellent presentation.

Before I sign off this month, here's an update on the latest issues of the established fanzines. ***Future Games*** is going strong with its characteristic bold presentation. It unfortunately still suffers from a lack of screenshots, although the few that are present are very clear indeed. ***Spectacle*** has reached its 17th issue, which includes the return of record reviews. ***Restart*** is also doing well and the latest issue contains an absolute plethora of reviews plus a book review section.

FANZINES ON SHOW!!

The governing body of fanzines, the Federation Of Small Computer Magazines, is taking a stand at the PC Show this year. You can catch hold of them in the Central Hall where they'll be producing a fanzine before your very eyes! Fanzines like ***Computer Link***, ***EPROM*** and ***Reflex*** will all be represented, so why not pop along and see them. Just say Phil sent you . . .

Modem *Rua Pio 12 No.2-3 DTO, 2700 Amadora, PORTUGAL. 85p per issue.*

Sinclair Freak'eren *Bryggervangen 29 DK–7120 Vejle O DENMARK. 6Dkr for six issues.*

Game Over! *27 Linden Close, Prestbury, Cheltenham, Gloucestershire GL52 3DX. 50p per issue.*

Bullet *'Cherianda' Keddington Road, Louth Lincolnshire LN11 0BL. 50p per issue.*

OO-ER *87 Pollers Lane, Send, Woking, Surrey GU23 7AJ. 40p plus 13p stamp.*

ZX *9 Kings Avenue, Marcham, Abingdon, Oxfordshire OX13 6QA. 35p per issue.*

Soft-Spec *Traveller's Rest, Stratford Road, Wootton Wawen, West Midlands B95 6BD. 50p per issue.*

Glitch *4 Valentine Drive, Colchester, Essex CO4 4AG. 50p per issue*

Bubbly *23 Manor Close, Sherston, Nr Malmesbury, Wiltshire SN16 0NS. 40p plus an A4 SAE or 65p inc p&p.*


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COME AND SEE US THIS YEAR AT THE PERSONAL COMPUTER SHOW STAND
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... A SUDDEN ROCK-FALL THREATENS TO KILL OUR HERO
ARGHH!!
WHERE TIME STOOD STILL
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£19.95
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GOOD LORD!
DANGER LOOMS EVERYWHERE!!
OH NO!! CANNIBALS
ocean

TECH NICHE



PSYCHO-ANALYSIS

Noooorman, where are you?

Coming Mother. I've just got to finish my music piece for CRASH. Remember them? They're the folks that pay for the lighting and heating.

I hope you're still calling yourself JON BATES. I don't know what the guests would do if they found out. Anyway, what have you got this month then, Norman?

Well, I've finally got round to clearing ou . . . sorry, looking through that pile of paper that was clogging up the shower. At least I think it was that . . .

DESPITE THE chores of cabin cleaning, I'm now able to tackle the evergrowing pile of mail at the Motel.

Robert Thomas from Anglesey owns a non-MIDI Casio SK5 sampling keyboard and wants to know if it is necessary to have a keyboard to use the Cheetah *Sampler* and *Specdrum*. Much along the same lines, **Stuart Lawson**, from Shotts in Strathclyde, wants to know how to connect up the Cheetah MK5 keyboard and MS6 sound module via the MIDI interface. He also wants to know if the Cheetah interface can handle 'in-flight' patch changes and pitch bend information.

Well for starters I too would like to know where the MS6 review is. Myself, Mother (we've just had an extension installed for her) and Fran Mable have nagged and threatened Cheetah with all sorts of horrible things and still no MS6, drum machines, or keyboards to review. Writing this having recently visited the British Music Fair, I can report that I had a long indepth conversation with Cheetah and hopefully the next issue will contain a review. They seem to be having production problems. Back to the main point. If you have a non-MIDI keyboard then you can buy pretty well what you like (hoorah!), as you won't be able to hook it up to anything anyway (boo)!

If it is just one peripheral you are after then I would go for the Ram/Flare *Music Machine* as it offers many possibilities. The Cheetah interface and sampler are good, but don't talk to one another; both the sampler and the Spectrum are non-MIDI. But the Cheetah software itself and interface are not bad. However there are now, thanks to the **Ramm User Club**, a lot more programs available for the *Music Machine* and if you have been reading this column over the past few months you will have noticed that more and more programs are made with versions for different interfaces, for example, Quasar Software do loads. If you opt for the *Music Machine* (with the basic package), you have many facilities at hand. You can use the drums on it to create your own patterns. You can also make up your own programmed bass and tune patterns (called 'sequencing'). Follow this column for a few months and you will soon get the hang of it. (What d'you mean? I still don't understand a thing – Ed.)

GET A MIDI

Although you haven't got MIDI yet, you have the option there for future expansion should you add or swap your keyboard. You may well do this as the *Music Machine* has sampling on board. Sampling on a computer does have advantages over a keyboard as you can apply very smart editing facilities to the sounds, and although you can't play them back instantly you can save them for time immemorial (an extremely long time – Ed) onto cassette or whatever storage you use. (I use cupboards – Ed.)

The only extra you will need to get started is something to amplify your sound with. A hi-fi amp is ideal plus a phono-to-phono lead, of course. Obviously, once you get into MIDI you will need MIDI leads, but that's all you need to get going.

The Cheetah interface will in fact handle 'in flight' information. It is the software rather than the interface itself which determines what the system is capable of. Cheetah's software will record on its sequencer all that you ask for, although things like pitch bend and touch-sensitivity take up huge amounts of memory space. Patch changes in themselves do not use too much memory, but patch information does. However, the latter facility is only available if you use Systems Exclusive (that part of the MIDI code that is configured by each manufacturer). This won't concern you too much as all you have to do is check that your synth will dump this information without having dump request code posted into its memory. Most low-budget MIDI software does not cater for the user inserting MIDI commands as memory space is at a premium. The Cheetah software overcomes this problem in that it filters out the information that you deem unnecessary for your sequence.

NO MYSTERY

The way to hook them up is not at all mysterious (it's so straightforward that I can do it whilst cleaning the Motel)! All audio outputs go to an amplifier.

The Cheetah MK5 Keyboard can be hooked into the interface via IN. The THRU goes to the MS6 tone module IN. You will need another MIDI lead from the interface OUT to the tone module IN. This gives you facility for playback, swapping the leads for recording, and playing back. If you want to use multitrack recording with the MS6 however you will need a MIDI merge box, available from **Philip Rees Modern Technology** at £11.95. Use this to merge the two IN leads to the MS6. Please see accompanying diagram.

ART::: USE DIAGRAM AROUND ABOUT THIS BIT OF TEXT!!! Oh, and close up this gap

You mention using two Spectrums (greedy); one as a MIDI controller and the other as a Spectrum (well, what else! – Ed.) and suggest using tape sync for both Spectrums. Not a good idea. The standard that the Spectrum uses is one of its own and not compatible with any other system in the known universe. Also, unless you use a tape sync to MIDI converter you cannot synchronize MIDI to a tape pulse. The converters are usually quite expensive pieces ▶

of hardware costing from £80 upwards. Before you put pen to paper and tell me that the XRI interface has clock pulse outputs, you can't alter them as far as I am aware and they won't work with every synth. All this goes to show why MIDI was created in the first place – different manufacturers used different standards.

Whilst on the subject of the *Specdrum*, **Stephen Baishya** from Stoke-on-Trent had an idea for sampling the *Specdrum*'s sync pulse and then feeding it back from the sequencer of the *Music Machine* whilst controlling the speed of a MIDI instrument from the same program. This may well work as Captain Goodwin synchronized his by imitating the sync pulse on a CX5 music computer. My only reservation would be that you may need to have some filters and sound EQ facilities on the sync pulse line to get the right level and tone, should it get squashed by the sampler. I'll give it a whirl when I have two Spectrums lashed together. Stephen also wants to know whether the FBO1 programmer reviewed back in June for the XRI interface will convert for the Cheetah interface. Contact the Ramm User Club who are in the process of creating converter programs. Quasar Software are currently developing an FBO1 programmer that should run on a Cheetah interface. It will cost £9.99 and as soon as one hits the reception desk it will be subject to all the usual questions that Motel visitors get. I would also welcome any soul's efforts who have worked out conversion programs for the different MIDI interfaces. All successful programs get a review plus fame, glory, immortality, etc.

PSYCHOTIC?

Now let's deal with the Casio CZ and the XRI interface. Are you becoming psychotic because you can't store your Casio voice data? If so, get in touch with **Fred Fee** from London (address in guest book). Fred wrote to me sometime ago with a program that will extract and send the voice data to and from the aforementioned synthesizer. You can name each voice bank and save them on a tape. It will access the preset voices, the internal voices or the cartridge voices. It is also designed to work with a *Swift disk*, but can be adapted to work with any storage medium. Unfortunately it's too long for inclusion this time. However I would suggest you get in touch with him and I am sure that for a nominal sum to cover his costs and trouble Fred will either send you a copy of his listing or a tape copy. Many thanks to Fred for contribution. May I suggest that if you have a program like this, do send it in – Mother and I read through them all.

Next month the Motel will assess the TX81Z voice programmers (who should have popped into the Motel this month). Unfortunately when I tried to get hold of a module to review a couple of programs, the dealers heard my name and immediately hung up. What did I say wrong?

Bates motel

Guest List

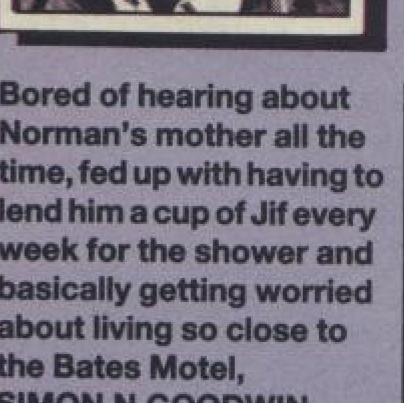
Robert Thomas, Anglesey
Stuart Lawson, Shotts
Stephen Baishya, Stoke-on-Trent

Fred Fee, 31 Cannon Close, Raynes Park, London SW20 9HA
Ramm User Club, 1 Hill Crest Court, Shoot Up Hill, London NW2 3PG
Philip Rees Modern Technology, FREEPOST, Brackley, Northants, NN13 5BR

TECH TIPS

THE WORD ACCORDING TO TASMAN

The ABC of +3 writing!



Bored of hearing about Norman's mother all the time, fed up with having to lend him a cup of Jif every week for the shower and basically getting worried about living so close to the Bates Motel, SIMON N GOODWIN packs his toothbrush and his middle initial and decides to let someone else take his Tech Tips slot.

But he's not a man to give up easily – first he says he'll carry on writing for CRASH, and then he announces he's got lots to say about Spectrum word processing and publishing this month!

TASMAN SOFTWARE'S classic Spectrum word processor *Tasword* has now appeared on disk for +3 users. And they've also brought out a companion package, *TasSpell*, which is a first for the Spectrum: an automatic spelling-checker.

Tasword started its life running on Sir Clive Sinclair's humble ZX-81 computer. In 1983 it was converted for the Spectrum and then came *Tasword 2*, the classic release, with an innovative 64-column display, onscreen formatting and help. *Tasword 2* is still available, priced £13.90.

Tasword 3 was faster and more capable, introducing the data-merge facility which lets you produce form letters customised for each recipient. But it is only available for 48K microdrives and Opus disk systems; it costs £16.50 on cartridge or £19.50 on disk.

The next two versions, *Tasword 128* and *Tasword +2*, took advantage of the 128K Spectrum. They let you edit files up to 60K long, and both cost £13.90 (£19.50 for the Opus +2 version).

Now comes *Tasword +3* at £19.95, with extra features to make use of the disk drive, and

other improvements. You can move directly to any line or page of the document. Onscreen justification has been tidied up, and the search-and-replace facilities let you replace groups of characters as well as complete words.

WHAT YOU GET

For £19.95 you get a binder, a 3-inch disk and a clearly-structured 64-page A5 reference manual. There's an excellent tutorial file on the disk, which teaches you how to use *Tasword* by getting you to edit the tutorial file itself!

The 3-inch disk holds about 70K of data, and all the files are duplicated on side B. When you go into +3 BASIC and type LOAD "RUN" – a relic from the days of the microdrive! – the screen is divided into three areas, each using a cramped 64-column display format.

The Spectrum can only display 256 dots across the screen, so Tasman have been forced to squash each character into a grid three or four dots wide in order to get a useful amount of text on the screen.

I found the 64-column display rather hard to read on my telly, but that's a matter of taste – *Tasword Two* used the same format, and worked considerably slower, yet many people were happy with it. You can select a 32-column text display if you'd prefer to see large characters panning left and right instead of small stationary characters.

You can change the colours or page layout

Screen-handling in this version is impressively fast. The screen scrolls quickly, and you can pan back and forth over 128 columns of text. It's not a true 'what you see is what you get' display, because features like underlining and bold text are not shown – nonetheless, you can get a good idea of the final appearance of your document.

PARAGRAPHICS

Paragraphs are blocks of text separated by blank lines. You can set different margins for every paragraph, and arrange text so that it is justified to fill the space between the margins, or pushed against the left or right margin. Individual lines can be centred, and useful keystrokes push text left and right across a line.

Breaks between one page and the next are automatically worked out and can be shown on the screen as dotted lines, but this feature is a bit of a bodge. You can type in a special character to force an unconditional new page, but this doesn't affect the display of subsequent page breaks – so the display gets out of step with the final result.

The speed of operations like text insertions, centring of lines and rejustification of paragraphs would do credit to any word processor, but it's still annoying to have to centre lines and rejustify paragraphs manually, one by one, after changes.

Keyboard-handling is also better than I expected, in view of the dreaded performance of +3 BASIC, but it's difficult to enter the same character twice in quick succession: I ran into problems with double letters and repeated deletions.

Options are accessed by pressing SYMBOL SHIFT with another key, or by selecting Extend Mode (both SHIFTS) followed by a letter or digit. The status line flashes while you're in Extend Mode, and some options leave you in that mode until you press Extend again to swap back. This makes sense, but it means you sometimes end up accidentally at the start or end of your file.

Tasword +3 lets you get around the file quickly, by character, word, line or page. You can replace words, or part of a word, with another word, throughout the document. All through *Tasword +3*, drastic actions need to be confirmed by pressing Y or cancelled with N.

You can define a single block of text and then move it, delete it, or copy it once or many times. The block is stored in the same 62K area as your text; optionally

As usual, the figure sounds more impressive than it really is

you can define some of that space as a 'RAM disk', but I couldn't see much point in doing that as it reduces the size of file you can edit.

The 62K limit is genuine: I had no trouble editing a 60K file though some operations – like moving to the start or end of file – took a moment or so to work.

SOOO SLOOOW

Disk access is a bit sluggish, as seasoned +3 users might expect. A small file, of about 500 words, can be saved or loaded in five seconds, but a 10,000-word 60K file took 28 seconds to save, and 35 to reload. The file options are even slower, although more friendly, if you configure *Tasword* to show you the disk directory whenever you use the file menus.

Blocks of text can be saved to disk, and you can rename or erase files without leaving *Tasword*. You can even read through a file on disk, copying it to the screen without loading it; this can save a lot of time saving and reloading documents.

Tasword lets you use all the features of a standard Epson printer – it's configured to work with modern models, and can also use other printers, but you should contact Tasman before you order a copy of the program if you've got an obscure printer.

The GRAPHICS key is used to enter symbols that correspond to a library of printer-control characters – you can select text variations like enlarged, **emphasised**, underlined, *italic*, condensed and proportional text. *Tasword +3* can cope with up to 32 control sequences, each of up to 32 characters.

There's an extra character set, containing arrows, accents, and other squiggles which print out using the Epson bit-image mode.

Printed documents can have numbered pages up to 999, starting from any value. Page numbers can appear at the top, bottom or alternate sides of each page. You can also specify 'headers' and 'footers' – single lines of text to be printed at the top and bottom of each page.

Very large documents can be printed from a sequence of disk files, given a list of the appropriate filenames in another file. Multiple copies are allowed, and you can print any sequence of continuous pages.

About 10K of memory is reserved for a spooler. Characters can be copied from this area to the printer while you edit another file – so you can print a 1,500-word document at the same time as you word-process a different document. You can use the +3's Centronics or Serial interfaces, but not both at once.

The data-merge option lets you include text from one file in successive printed copies – for instance, *Tasword +3* could read a database of names and addresses and insert them into a form letter before printing. Data can come from a *Tasword* file or from the +3 version of the *Masterfile* database.

You can also mix file data with entries made from the keyboard during printing. This is an advanced feature compared with most mail-merge systems.

Tasword +3 is directly compatible with 3-inch disk files produced using earlier versions of *Tasword* for Amstrad's CPC and PCW computers. *Tasman* supply a conversion program that

The disk clicks and grinds furiously . . .

transfers Spectrum tape files produced using older versions of *Tasword* to disk.

You can customise *Tasword +3* at any time once it's loaded, and then save a new copy to disk. You can change the display colours or printed page layout, and generally adjust the program to suit yourself – turning warnings on and off, for instance.

CORREKT YORE SPALLING

The companion program *TasSpell* costs the same as *Tasword +3*, and only runs with it on a Spectrum +3. in conjunction with *Tasword +3*. The manual is just 12 pages long, but *Tasspell* is very simple to use.

TasSpell will check single words, or the words in the document you're editing, to find spelling mistakes. It does this by looking for each word in a 155K dictionary held on disk. Data-compression means that the dictionary, supplied by publishers Longmans, holds 70,000 words.

This sounds a vast number, when you consider that most people have a vocabulary between 5,000 and 10,000 words – but as usual the figure sounds more impressive than it really is, because computer systems count singular and plural, and other small variations, as different words. (For instance, 'computer', 'computers' and 'computing' would be treated as three different words.)

You can list, add or delete words in the user dictionary freely, and can have several different dictionaries on one disk, using one at a time – but there's no way to edit the main dictionary.

MERELY ANAGRAMS

You can also search for anagrams – words that reuse a certain group of letters (like 'orchestra' and 'carthorse') – and words that match a pattern with ▶

certain letters missing (for instance, 'Simon' and 'lemon' fit the pattern '**mon'). These features should appeal to crossword puzzlers who need to cheat.

You can call up *TasSpell* to check individual words as you use *TasWord +3*, but most people will want to use it to check complete documents for spelling and typing mistakes. This it will do, listing unmatched words on the screen or printer with their line and column position in the file – but it's dreadfully slow.

It takes 17 seconds and two disk swaps to get from *Tasword +3* to the main menu of *TasSpell*, another 13 seconds and one disk to get back. Unfortunately that's nothing compared with the time you'll spend waiting for text to be checked.

As a file is checked the disk clicks and grinds furiously, while words appear intermittently, in capitals, on the top line of the display. Only one line – with a few characters of overrun – is used, so it's hard to see the context of mistakes, or to proof-read your file as the spelling is checked. Up to 20 unmatched words – including duplicates – can be listed in the remainder of the screen. Checking pauses whenever the screen is full.

Your document is read from memory, while the dictionary is held entirely on disk. This seems the wrong way around to me; it would be more sensible to put the most commonly-used part of the dictionary in the 62K text buffer, and read the file to be checked from disk – after all, the program only needs to read each word in the file once, whereas it reads the dictionary many times.

As it is, it takes three to four minutes for *TasSpell* to check one single-spaced A4 page of text – a checking rate of about 70 words a minute. Some people can type faster than *TasSpell* can read!

SOOO SLOOOW TOOOOO

In case there was some quirk in my test files (*more than likely knowing Simon – Ed*), I put a small file generated by Tasman through the checker. I used the README file, 480 words of updates to the printed documentation for Tasman.

It took almost seven minutes for the file to be checked. I don't think people will be able to put up with this extreme sloth, and this time I can't blame Amstrad's disk drive – Tasman are just not doing this the best way.

It's a shame that *TasSpell* is so slow, because it's high time the Spectrum had a spelling-checker – there was a simple one supplied as a demonstration with the Mira Pascal compiler, but that only allowed a small dictionary.

In principle *TasSpell* is workable, but the continuous disk access slows it down to the point where few people will bother to use it. Perhaps this is why there were two typing mistakes on the first page of the word-processed letter Tasman sent me with the review copy . . .

THE VERDICT!

Tasword +3 is well-designed and carefully written. It's good value, at £19.95, and if you want to use your +3 as a word processor it will serve you well. Most of the limitations are Amstrad's – some people will find the 64-column display hard to read, and the keyboard a bit sluggish. Disk access is slow, but not unbearably so.

TasSpell is not so easy to recommend, though it may appeal to crossword buffs.

Both packages are available direct from Tasman Software, *Springfield House, Hyde Terrace, Leeds LS2 9LN* ☎ (0532) 438301.

PUBLISH AND BE DESKTOPPED

Become a Spectrum press tycoon for 20 quid!

UNFORTUNATELY there's only been time for a very brief look at Cardex's Spectrum desktop-publishing system in this month's Tech Tips. The main program is *Word-Master*, a very respectable word processor which fits into a 48K Spectrum, leaving 29K for data, and can call up other utilities – including *Headliner*, which lets you create simple graphics and headlines in six different typefaces.

The top of the range add-on is *Typeliner* which miraculously persuades the 48K Spectrum to work like a desktop-publishing system, with text in columns and graphics mixed on an A4 page. It's not a particularly friendly program, and – as with all DTP – the results depend, more than anything else, on your own ability to design a page. But it works.

The amazing thing about this system is the quality of the results it produces – some of the best dot-matrix DTP printouts I've seen. The typefaces are proportionally-spaced – for instance, the letter 'M' takes up for more space than an 'i', as in CRASH typesetting – and look quite professional.

All you need is a 48K Spectrum and a printer that can wind the paper forward in units of 1/216 inch, and recognises Epson control sequences like ESC L . . . plus patience, of course, and some trial and error!

UNEASY READING?

The entire Cardex system is accessed from *Word-Master*, which has a 64-column display – like *Tasword*'s, but slower and perhaps a bit harder to read. Letters like 'M' and 'W' are difficult to make out.

After 20 lines of text there are four lines of prompts at the bottom of the screen. There's no on-screen help, as that would take up valuable data space.

Word-Master has few cursor-movement commands, compared with *Tasword*, and the cursor keys repeat almost immediately, so it's easy to move too far.

It shows the rough layout, including underlining and word-wrapping, on the screen. Tabs appear as arrows until you print the file out; the effect of the tab depends on your printer settings.

Detailed format control is through command lines – special lines in the file that aren't printed but control features like the typeface, justification, margins and page breaks. Com-



mands are in effect until they are cancelled, so you don't have to describe each paragraph or line individually, as you do in *Tasword*. The disadvantage is that it takes experience to guess what a document will look like in print.

Command lines also let you call up user-defined printer characters, and send control characters directly to the printer. You can print selected pages of a document, but *Word-Master* can't automatically chain between files as *Tasword* can.

THAT WAS THEN, THIS IS NOW

Block-handling is much like *Tasword*, but search-and-replace options are better. You can search for any string of up to 64 characters – not just a word or part of a word – and you can tell the program to replace all instances without asking you about each one. There's also an option to make 'intelligent' use of capital letters – for instance, so that a single command replaces 'now' with 'then' and 'Now' with 'Then'.

Headers and footers are also handled rather better than in *Tasword* – they can be several lines deep, and can be different for left-hand and right-hand pages (as, for instance, CRASH page numbers are always on the outside of the page).

The biggest advantage of *Word-Master* over *Tasword* is the way that it lets you mix text and graphics in a file. You can load SCREEN$ files – like those produced by Spectrum art packages – snip sections out and mix them into your text. Beware: the program gets confused if you load normal CODE files when it's expecting a screen dump.

You can't print text both sides of a graphic, or two graphics side by side, unless you use *Typeliner* as well as *Word-Master*. The *Typeliner* documentation contains some excellent diagrams, explaining the intricacies of dot-matrix printout.

The 29K of free memory can be split into any number of RAM files. You can link files, but for some unexplained reason you can't split them. Graphics are compressed in memory, so you don't need a full 6K to store a screen – the amount of space a picture needs depends on its complexity.

NOT SO FRIENDLY

Word-Master is not as friendly as *Tasword*, but it's very powerful. In conjunction with *Headliner* and *Typeliner* it can produce better results than the expensive DTP packages for much bigger computers.

Word-Master sells for £11.90, with *Headliner* at £8.95 and the latest version of *Typeliner* – considerably improved on the original – at £16.95. Disk versions are available for the +3 or Plus D (3.5-inch only), and cost an extra £2.50 or £1.50 respectively.

The programs run on any Spectrum with at least 48K of RAM. The extra memory on a 128 is ignored, though you can use the RAM disk on a +3. The suite works with an impressive variety of storage systems: cassette, microdrives, Plus D, +3, Disciple, Opus Discovery, TR-Beta disk and Swift Disk.

The manuals are double-cassette sized: 47 pages for *Word-Master*, 40 for *Typeliner* and 20 for *Headliner*.

Cardex are at *3 Barton Street, Barrow-in-Furness, Cumbria LA14 2EP* ☎ (0229) 36957.

END OF AN ERA

Goodbye and thanks for . . . well. maybe not goodbye



AFTER THREE YEARS on Tech Tips, I've reluctantly decided to stop writing regular columns from this month, although I still intend to write for CRASH every so often.

The fortunes of CRASH and the Spectrum have fluctuated since I started to write for Newsfield, at the peak of the micro consumer 'boom'. What was once a hobby has become a market.

The market has fragmented, and it has become impossible for a freelance contributor to summarise the whole range of Spectrum computing in two to four monthly pages, covering everything except games. It just takes too long to sift through all the material.

I'm a programmer, as well as a writer, and I need to keep programming in order to stay in touch with the hobby. Sadly, Tech Tips now takes more time than I can afford, month after month, and I don't want to carry on doing something when I can't do it to the best of my ability.

I'd like to thank all those of you who have sent in tips and encouragement over the years – whether your letters were published or not. I will be sad not to hear from you any more, even though you've often worn me out with your questions and demands.

Thanks for reading, and responding, and sharing my interest. I'm proud of CRASH readers, and I'll try not to lose touch.

I'll be wearing my CRASH sweatshirt at the PC Show in September, analysing the new developments. I'll make a point of visiting Miles Gordon Technology before Christmas, to check out the progress of SAM. And I hope to be back, every few months, to highlight trends and hopes for the future.

Bye for now
Simon N Goodwin

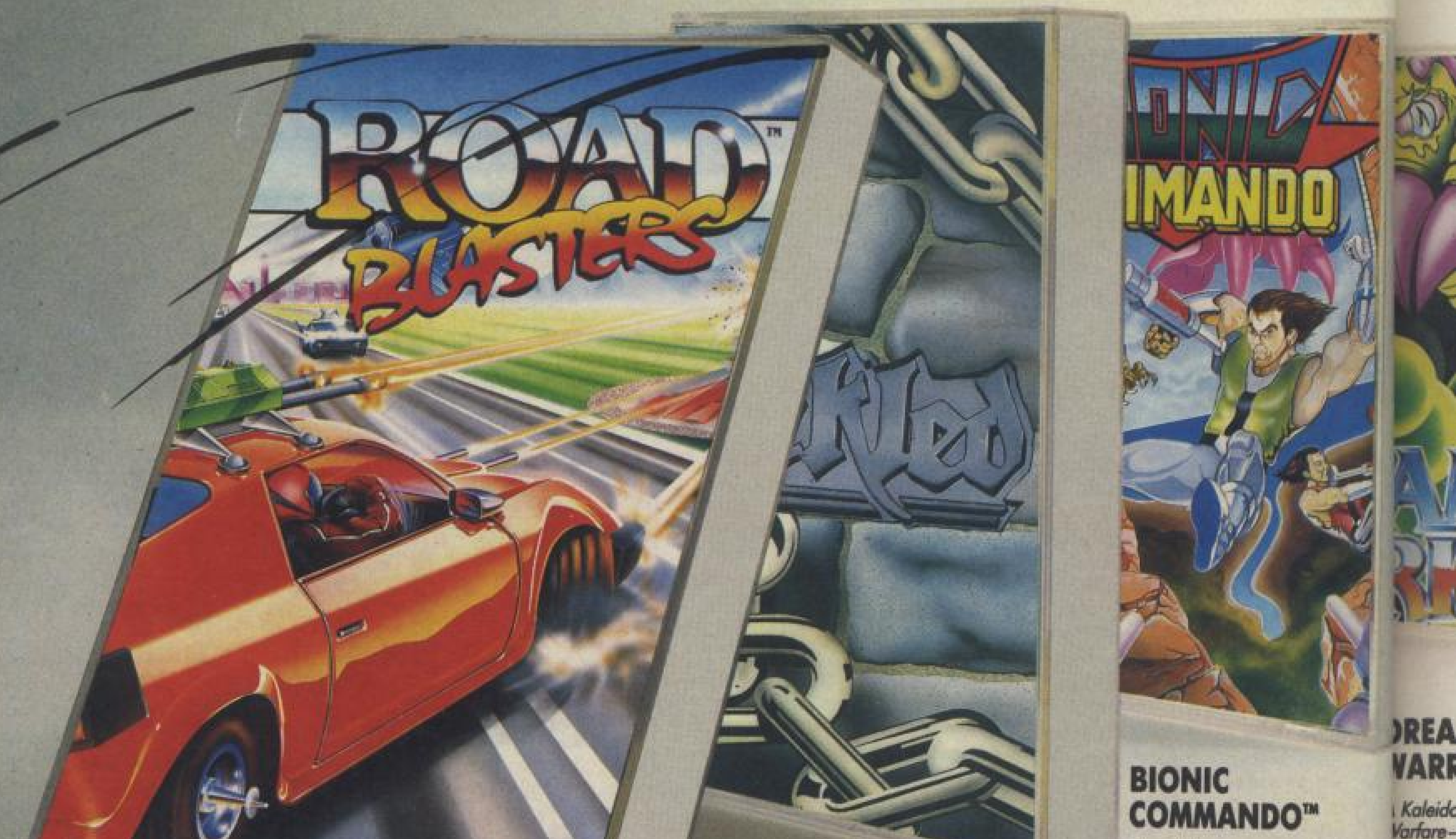
KEIRAN CALLING

Last issue's cry for help had some results – I can proudly announce that Tech Tipster Keiran Wood's **Spectrum cassette mag** The Spectrum Programmer **is available for £1 from** 30 Church Street, Elsecar, Barnsley, South Yorkshire S74 8HZ. **So now you know.**

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Its 1984 and Los Angeles prepares for the Olympic summer games. The dignitaries and celebrities prepare their speeches, ready for the huge crowds, who are expected to attend. But there are still the straying citydweller cats – despised by all, the infamous cats are well known, for they are planning their own competitive games. Will Bad Cat live up to his name?

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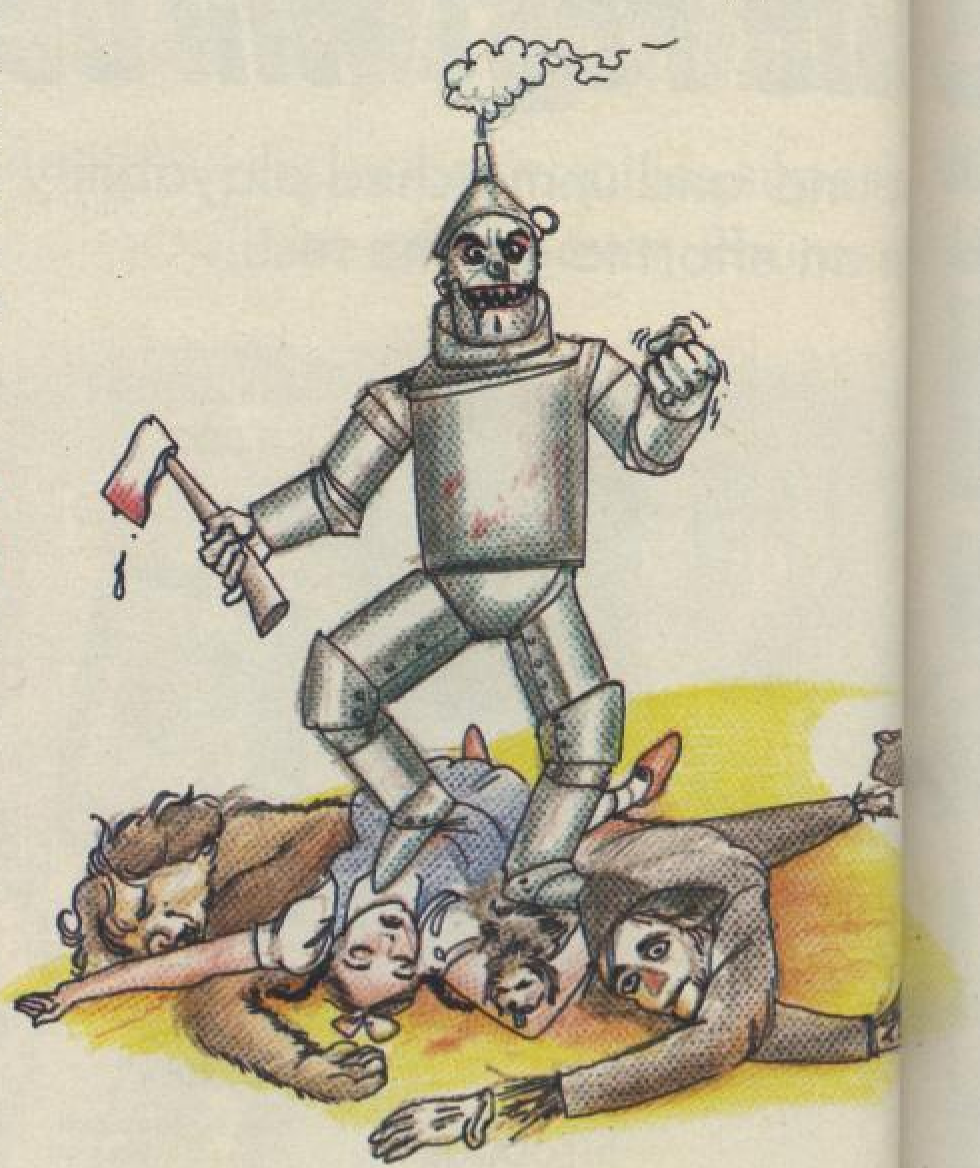
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In the second of an occasional series examining the far-reaching effects of computers on today's society, MEL CROUCHER discovers that there really are such things as:

KILLER COMPUTERS



COMPUTERS CAN KILL! We all know about the rogue mainframes that have tried to start World War III (don't we?), or the computers that drove a pensioner to suicide by charging £2172 for two phone calls (don't we?), or the fantasy games that drive kids to murder (yes we do; see Monitor in Issue 54). But this month's Monitor points the finger at robots and computers that haven't just caused human deaths, they have actually committed MURDER!

In 1920, a Czech writer named Karel Capek coined the word 'robot' to describe a machine that looked and behaved like a human being. Six years later, in Fritz Lang's silent movie *Metropolis*, the world's first sexy robot was shown leading men to their death. It was not until 1950 that the sci-fi author Isaac Asimov set down a series of rules which he called the Laws of Robotics, a sort of mechanical Ten Commandments, and 'thou shalt not kill' came out way on top. In 1964 a sixty minute sci-fi film called *I Robot* was shown on television as part of *The Outer Limits* cult series. It concerned the trial of a tin man, accused of murdering its creator. But we had to wait a little longer for the real thing.

Our life is made by the death of those different from us!
Leonardo Da Vinci 1502

I gave you life! I created you! And for thanks you desire to murder me!
Mary Shelley *Frankenstein* 1818

I'd sing, I'd dance, I'd play my part. If only I had a heart!
The Tin Man *The Wizard of Oz* 1939

In February 1982, a maintenance worker at the Kawasaki plant in Akieski, Japan, got himself written into the history books. Kenji Urada has the dubious honour of being the first human being to be murdered by a robot. Instead of opening the robot's safety gate – which was supposed to cut off its power – Kenji jumped over the barrier fence and accidentally hit the juice button. The robot took a look at him, decided that he was an industrial component, grabbed ahold of the poor man and turned him into sausage meat with a gear-cutting machine. Nasty!

In a survey of American factories where robots are hard at work, no less than four percent have had major robotic accidents, including heads bashed in by 'intelligent' tool arms, and two unfortunate guys hung in the air by their feet and sent along the conveyor belt to be turned into cars. Most deaths and injuries are caused by the fast movement of robot arms, trapping and crushing humans, or knocking them senseless into heavy machinery.

International safety authorities now recommend stringent procedures and precautions in the battle against robot murder. In the industrial world, costs are always cut and very few factories have actually installed these precautions. But it seems that the robots are getting smarter than we think. In April 1986, a car assembly worker was made redundant by a second-generation industrial robot. He decided to take his revenge by smashing the machine up with a lump hammer. As he raised the hammer to crush the control box, the robot spun around, changed direction and caught the unfortunate human by his goolies! As he doubled up, the robot arm flipped him back over the safety fence and switched itself off!

PSYCHOPATHIC SOFTWARE

The great American power blackout of 1965, last year's Chernobyl disaster and the explosion of space shuttle Challenger in 1986 were all caused by human error, when scientists ignored or misunderstood the computer data that was supposed to protect life. In the near-meltdown at the Three Mile Island nuclear power plant, the software miscalculated the design of the reactor cooling system. It is estimated that over two hundred people will die of cancer as a result of that radiation leak. What is even more frightening is when software deliberately causes tragedy.

Life is a great surprise, I don't see why murder should be a greater one
Vladimir Nabokov 1962

Be peaceful, be courteous, obey the law. But if someone fingers you, send him to the cemetery
Malcolm X 1965

In 1983, a terrible flood along the Colorado River caused millions of dollars worth of damage. The Governor of Nevada admitted that the flood was caused by a 'Monumental mistake made by the federal computers'. What really happened was much more sinister. The

computers decided to ignore the rate of snow melt-off that Spring, because they preferred to deal in averages based on their own experience, and so a massive amount of water was kept dammed up, causing the computerised flood. Six people were murdered by this 'logical' computer decision.



In May 1987, a Canadian Therac-25 computer was treating cancer patients by bombarding their tumours with radioactive therapy waves. The computer decided to increase the dosage by ONE HUNDRED TIMES. Two patients were murdered and several more are dying right now as a result of receiving 25 times the fatal dose of radiation. Multi-million dollar claims against the software manufacturers are still unresolved, because they insist that their programs worked perfectly, and the computer went insane. The claimants insist that it was the software which went crazy.

Two years ago, a Korean Airlines passenger jet liner, Flight 007, was shot down by the USSR over two hours after it wandered into Soviet air space, just as it was leaving for international waters. Everyone onboard was murdered. The onboard software had become confused and got the jet lost in the first place, but it was the Russian software which insisted that Flight 007 was a hostile military target, ignoring radio and visual contact to the contrary. The Russian claim that a passenger liner was on a spying mission was hogwash, put out to cover up the fact that their software was not only hopelessly slow in response, but also murderously stupid.

More recently we can look to the Gulf for fearsome facts. Many outside of Iran accepted the shooting down of the commercial airplane by the USS Vincennes as a mistake, the real truth is frightening. Just as it was supposed to do, the Aegis computer system onboard the American warship identified the Iranian passenger plane as it left the airport at Bandar Abbas. Trouble is though, the plane was recognised as a 62-foot-long F-14 Tomcat fighter, when it was in fact a 177-foot-long Iran Air Airbus. Within seven minutes of take-off two electronically-guided missiles were unleashed, and within seconds, out of sight of the American warship, it was blown to pieces, killing all of the 290 people aboard. The Airbus didn't identify itself, and the Aegis control system is programmed to treat anything it cannot identify as hostile and blow it out of the air – unless it is manually over-ridden!

When NATO computers decide to shoot down civilian aircraft or flocks of migrating birds, it is mainly because our five biggest early warning computers are Honeywell 6080s, designed in the 1960s for batch processing. After the Korean Airlines disaster, we took a long hard look at our own system, and decided to replace it as soon as possible with IBM-3083 machines.

DEADLY MALFUNCTIONS

The American spacecraft Gemini V splashed down 100 miles from its landing point because its computer software ignored the motion of the Earth around the Sun. In 1979, five nuclear power stations had to be shut down when an earthquake prediction program threw a panic. Instead of analysing the values of a set of numbers, it decided to add together their arithmetic sum. Probably the most ludicrous military computer cock-up ever is the case of the US Air Force's F-16 bomber. Whenever these sophisticated fighting machines crossed the equator, the onboard software got a wee bit confused and instructed the planes to fly upside down!

If the human race wants to get to Hell in a basket, technology can get it there by jet!

Charles Allen 1967

Beware of engineers. They begin with sewing machines and end up with the atomic bomb!

Lewis Mumford 1951

On October 5th 1960, World War III was almost triggered by computers for the first, but by no means the last time. The Ballistic Missile Early Warning System based in Greenland informed the White House that the United States was under a massive attack by Soviet missiles. The West went to Red Alert and NATO got ready to launch an all out retaliation, as the Americans waited for their computers to confirm the attack. The computers calmly flashed the message that Soviet missiles were indeed attacking with a certainty of 99.9%! Back in those days, the world had several minutes to decide whether or not to commit suicide. These days, computers will make that decision in a matter of seconds. The Russian attack? Well folks, what the computers had spotted was the RISING MOON! Nobody had bothered to teach them about such a common occurrence! The expression 'loony' has never been more appropriate.

In 1979 on November 9, what happened in the sci-fi film WarGames happened for real. A very serious 'computer game' was fed into the North Atlantic defence computers. This test data is frequently used to check out the missile warning system by playing war games against the computer. Trouble was that some bimbo connected the software to the real alert system and for six minutes we went to war!

There were ten launches from the Northern USA and Canada before the error was spotted. Frightening? Not as frightening as what happened the following year when the software took over and went bananas.

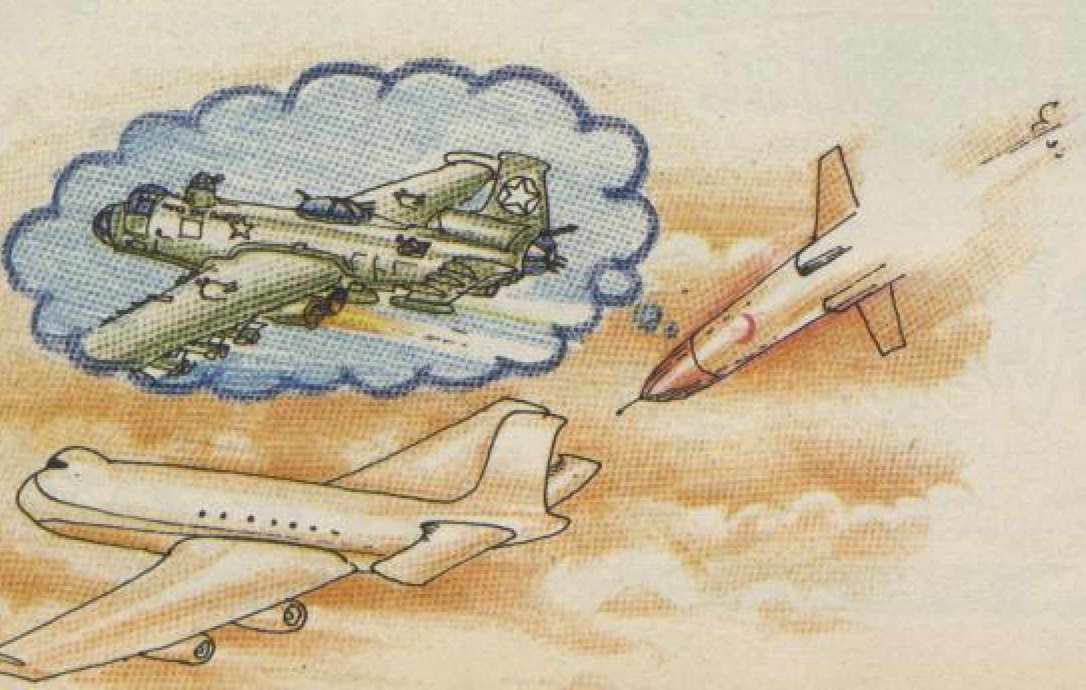
In 1980 on Tuesday June 3, at 1:26am, the Nebraska command post computer reported that two missiles had been launched from Russian submarines. Just 18 seconds later, it spotted several more. By 1:30 it was cheerfully plotting Soviet Intercontinental missiles heading towards America. It was then that the Pentagon computers confirmed the attack! We got ready for The Big One. B-52 atomic bombers started their engines, the covers came off our land-based missiles. The ever-ready airborne command post took off from Hawaii and took control of US warships at sea. The generals and admirals were a bit worried that the attack didn't seem to follow any logical pattern, but they got ready to retaliate just the same. Three minutes and twelve seconds into the so-called attack the computer monitors started flashing garbage and the war was cancelled.

Three days later, June 6 at 3:38pm, exactly the same thing happened. Once again the bombers started their engines and the covers came off the red buttons. Once again the screens went insane after a few minutes. The cause of this warmongering? A simple failure of a 74175 chip in a Data General communications computer and a smartypants bit of free enterprise on the part of machine. All defence communications are constantly checked out by filler messages, with a zero for the number of missiles that are attacking. When the chip failed, the computer decided to ignore all of its error correcting programs and fill in the amount of missiles detected with random digits!

But, I hear you say, insane military computers have NOT started World War III. And I reply, 'not yet'. They already have committed wholesale murder, though. During the American war in Vietnam, the Pentagon used special computers in the jungle battlefields which reported real-time live action, so that the USA could make tactical decisions. Computerised information on combat sorties, fuel supplies, weaponry and enemy movements was sent back by the military to the politicians, and the war raged on killing tens of thousands of civilians. The trouble was the software was lying. It was reporting on 'illegal' but real targets in Cambodia (a country where the US forces were not supposed to be) and automatically converting the data to fake locations in North Vietnam.

You may be wondering why I haven't told you about similar incidents in Britain. This is because my information is freely available from the US Senate Committee on Armed Services. They have laws over there where the public are allowed to know about all the computer cock-ups made by the military. If I told you about the colour of wallpaper in the Ministry Of Defence office I used to work in, I could be thrown in jail under our loony Official Secrets Act.

So what happens if someone gets killed or injured by a computer foul up? Well, under the Consumer Protection Act which came into force last March, the victim's family stands a much better chance of claiming compensation from the software company responsible. Ronald Robertson of the company law specialists Stephen Harwood says 'victims won't have to establish fault, they only have to prove a causal link between the injury suffered and a defect in the product'. But certain folk don't bother with the law. In the USA, one woman walked into the nerve centre of a Trident missile targeting system and smashed it to bits with a hammer. We must not applaud acts of violence, but some people seem to think that we should kill computers before they kill us.



In the next Monitor, Mel Croucher will be exposing the facts about less lethal computer crimes, but much more amusing ones!

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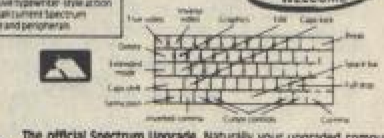
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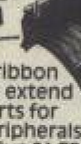
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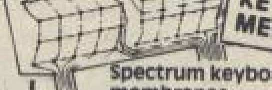
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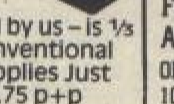


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SABOTEUR

Producer: Encore
Price: £1.99
Original rating: 93%

Originally released by Durell and reviewed in Issue 24, *Saboteur* followed in the footsteps of the company's previous hit *Critical Mass* (90%, Issue 23). Your job, as a mercenary highly trained in the martial arts, is to infiltrate the enemy's central security building, which is cunningly disguised as a warehouse. Guard dogs, as well as enemy soldiers and anti-personnel weapons stand in the way of your ultimate goal – to blow up the central computer, steal a vital computer disk, and (hopefully) escape. Guard dogs and anti-personnel weapons can be dodged but guards themselves must be despatched with a judicious punch or an accurately aimed weapon. It's not as easy as it sounds – the enemy is armed with knives and guns, and gives as good as it gets.

▼ They even had ninjas back in 1985!!



Saboteur first appeared over two and a half years ago and, though it looks slightly dated in comparison with some martial arts games that have been released since, it's still very playable. You can't help feeling a touch of the old angst as your character races against the clock to complete his mission and collect his hard-earned pay. Overall, it's a pleasant beat-'em-up-cum-strategy game that isn't quite as good as some of the more recent 'bash all that moves' offerings, but still worth a look.

Overall **75%**

BRUCE LEE

Producer: Americana
Price: £2.99
Original rating: 91%

With a name like *Bruce Lee* this sounds as if it has to be a beat-'em-up – in fact it's an extremely slick, old-style platform game. First released back in May 1985 by US Gold. It deals with Bruce's attempts to discover the secret of immortality and gain an infinite supply of treasure in the process.



The setting for this unambitious task is a wizard's fortress booby trapped with electrical charges and defended by two formidable guards (sounds a bit like Lloyd's house – Ed). Ninja and Green Yamo, who follow Bruce everywhere, have already discovered the secret that our oriental hero so desperately seeks. Soon after they've been beaten to a palpitating pulp, they manage to regenerate and begin their protection racket all over again. Lanterns collected from various rooms give access to further chambers which lead to still more before winding ultimately to the nerve centre of the wizard's lair.

As a classic platform game *Bruce Lee* still provides plenty of action-packed fun. Exploring the complex secrets of the wizard's fortress, constantly on the point of hurtling to a painful death or being trapped in a corner by the vicious Yamo, is an incredibly addictive process which should keep you hooked for hours and hours. But don't be disappointed if you complete it (many times!), the action just gets harder and harder. If you haven't got a copy do a flying leg chop in the direction of your local establishment.

Overall **88%**

▶



▲ *Dan Dare*: pilot of the future and blast from the past

DAN DARE

Producer: Ricochet
Price: £1.99
Original rating: 92%

Created by the legendary (and sadly late) Frank Hampson in 1950, Dan Dare thrilled many a small boy with his exploits in the *Eagle* comic and, more briefly, in *2000 AD*. A live TV show, planned as a serial, was unfortunately scrapped at the last minute.

The adventure, originally released by Virgin Games, catches up with Dan as he is appearing on This is your Life (Eamonn Andrews was still around in those days). Suddenly, the picture on every television in the land crackles for a moment – only to reveal the repellent features of Dan's oldest and most dangerous enemy, Michael Aspel, no, sorry I mean the Mekon. Created by Venusian scientists to rule the Treens, he has set out to conquer all other races. Unless the Earth's leaders proclaim him Commander of the Universe, he intends to steer a large asteroid into the planet and destroy it.

Leaving the lovely Professor Peabody and faithful sidekick Digby aboard the good ship Anastasia, Dan goes in search of the five pieces of a self destruct mechanism, which must be reassembled within a time limit. Dan only has two hours to save the Earth.

Though *Dan Dare* was released almost two years ago it still holds up well in comparison with recent software releases. The game really captures the spirit of the comic book escapades which are read with bated breath by fans each week. The puzzles are absorbing, the graphics are outstandingly colourful and the whole package is a pleasure to play. If you missed it first time, go out and buy it – NOW.

Overall ***92%***

STARQUAKE

Producer: Ricochet
Price: £1.99
Original rating: 96%

Produced by Bubble Bus and written by Steve Crow, programmer of *Wizard's Lair* (94%, Issue 14), *Starquake* turned out to be very reminiscent of its predecessor in terms of graphics and sound. The addictive gameplay, however, has a flavour all of its own.

Blob, a small biologically operated little chap, is charged with the mission of stabilising a potentially explosive planet of subterranean passages. As he waddles around the underground enviroment, he spends most of his precious time picking up objects and travelling, by means of a system of teleport pads. The essential stabilising parts of the planet's core must be collected and reassembled. Various parts of the complex are blocked off by security doors for which appropriate key code cards are necessary. Items, ranging from zap rays to space locks and Smash Traps, can be collected and swapped at Cheops Pyramids.

Colourful graphics and incredibly complex gameplay earned *Starquake* an extremely high Smash rating in its day. The underground environment, pitted with secret passages and hidden rooms, demands extensive exploration and the depth of the puzzles provides an amazingly engrossing challenge, even now. If *Starquake* were released at full-price tomorrow it would probably just miss out on a Smash. At a budget price it deserves almost all the points it can get.

Overall ***91%***

▼ Another Steve Crow masterpiece with long-lasting appeal

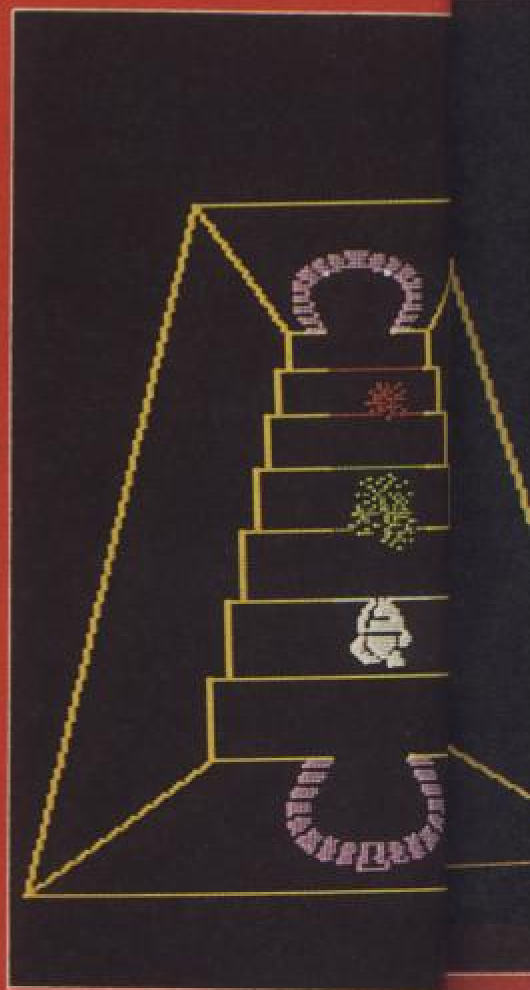


THE COLLECTED WORKS

Producer: Ultimate Play The Game/US Gold
Price: £12.99 cassette, £14.99 disk
Compilation: *Jetpac, Pssst, Atic Atac, Lunar Jetman, Cookie, Tranz-Am, Knight Lore, Alien 8, Nightshade, Gunfright* and *Sabre Wulf*

Back in those heady days when software companies were young and innocent (now those *were* the days – Ed), when CRASH was mostly monochrome and no-one owned a Spectrum 128K, it was almost impossible to top an Ultimate game. Each one was anticipated with unbearable impatience and praised to the skies when it finally arrived. When Ultimate changed its name to Rare Ltd and, after a period of dormancy, transferred its attentions to the Nintendo, it seemed like the end of an era – and it was.

The Collected Works captures the best of Ultimate (in other words, nearly every game they produced) on one compilation pack. The 11 games trace the development of Ultimate's technique from the earliest 2-D exploration games like *Atic Atac* (92%, Issues 1 and 2) and *Sabre Wulf* (95%, Issue 6) to *Knight Lore* (94%, Issue 12), *Alien 8* (95%, Issue 15) and *Gunfright* (92%, Issue 25) which pioneered



URIDIUM

Producer: Rack It
Price: £2.99
Original rating: 90%

Hewson's *Uridium* caused quite a stir when it was released for the Commodore early in 1986. Nobody thought a successful Spectrum conversion was possible. But then they hadn't reckoned with Dominic Robinson, had they! His version of this immensely successful, horizontally scrolling shoot-'em-up retained all the excitement and atmosphere of the original.

As your Manta craft moves over a series of enemy cruisers, inflicting crucial damage and shooting ancillary craft, it can loop and roll to avoid obstructions on each battle cruiser's hull. Fail to negotiate a treacherous obstacle in time and your sophisticated craft explodes. A two-player option allows you to tackle the vital mission with a friend.

Uridium's smooth scrolling and impeccably presented gameplay combined with the slick shadow effects which denote the position of your craft as it moves over the bas-relief landscape, were extremely smart in their time and haven't been successfully emulated since. Dominic Robinson's conversion of Andrew Braybrook's successful game remains almost unique – at £2.99 it's a steal!

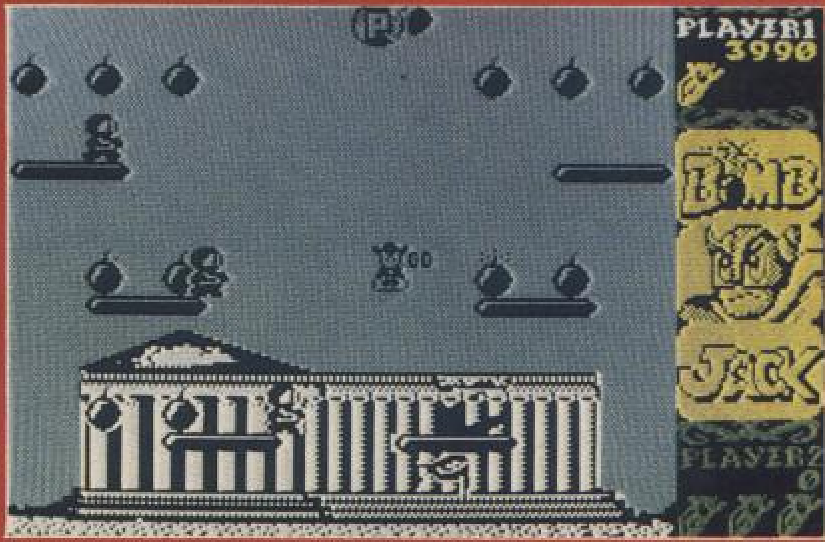
Overall ***90%***

BOMBJACK
Producer: Encore
Price: £1.99
Original rating: 92%

B*ombjack* is licensed from a Tehkan arcade game that appeared a few years ago and may still be found lurking in the dark and dingy corner of a long-forgotten arcade (well worth searching out).

Jack is the hero of this merry jaunt around the world, which stops at a variety of countries including Egypt, the USA and Greece. His mission, should he decide to accept it, is to defuse the 23 bombs that are scattered around each screen.

He encounters some pretty fierce opposition; robots, birds, rolling balls and snails all gang up to stop Jack from completing his dangerous task. Fortunately, a little help is at hand. From time to time, coin-shaped disks appear. Those inscribed with a P turn the nasties into smiling faces, allowing Jack to kill them. B gives a bonus if a lit bomb is collected and the elusive E gives Jack an extra life (he starts the game with three).



▲ Still very simple and still fiendishly addictive

With his little cape tied firmly around his neck and a bounce in his step, Jack goes to work to rid the world of the enemy and their dangerous, explosive devices.

I remember playing this game for hours when it first appeared on the Spectrum. Jack springs around the screen with his little cape blowing in the wind against some very detailed backdrops. The game could have been made a bit more exciting if the bombs actually exploded, rather than just fizzling to themselves until Jack reaches them. Though still very playable, Bombjack hasn't quite retained the explosive impact it made on the reviewing team in Issue 27.

Overall **84%**

the revolutionary 3-D Filmation and Filmation 2 techniques. Practically all the games demand extensive exploration and pose plenty of puzzles. Finding the correct solutions depends on a combination of careful timing and technique. Whether you're tramping through a *Knight Lore* castle, a medieval *Nightshade* village or a gun-smoking Wild West town, there are endless chances to explore, discover and die.

▼ One of the best compilations you could ever buy!

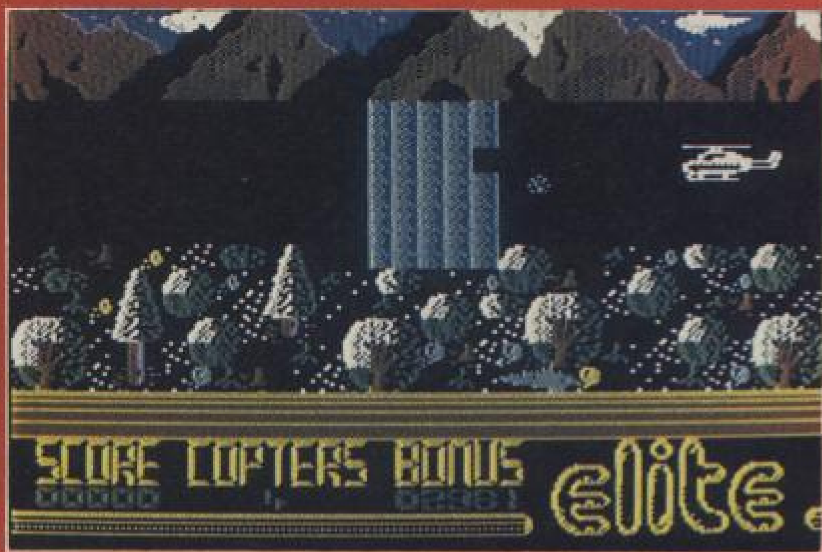


Obviously, what was hailed as 'state of the art' in its time isn't quite as revolutionary now. *Knight Lore* was followed by a spate of 3-D isometric perspective clones which, as time progressed, became faster and more sophisticated than the original. *Alien 8* and *Nightshade* can't compete with more modern games like *Head Over Heels* in terms of complexity but they are still extremely playable and great fun to explore.

Inevitably, one or two of the Collected Works are less playable than others (if you ask me, they're all fantastic; 'specially *Cookie* and *Pssst* in 16K! – Ed), but for the classic games *Sabre Wulf, Knight Lore, Jetpac, Alien 8, Lunar Jetman* and *Atic Atac*, the package is well worth the compilation price. If you missed out the first time, don't miss out now. This is going to be one of the most sought after compilations of the year, make sure you've got it!

Overall **97%**





▲ One of the first TV tie-ins

AIRWOLF
Producer: Encore
Price: £1.99
Original rating: 90%

Based on an American TV show screened a few years ago (and subsequently repeated on countless occasions), *Airwolf* was released by Elite way back in 1985. The show starred Jan Michael Vincent as Stringfellow Hawke, a rather loopy Vietnam war veteran, and Ernest Borgnine as his co-pilot. The daring duo are given charge of a multi-million dollar, hush-hush experimental helicopter that is armed with some pretty mean weapons. In this episode, their task is to rescue five scientists from a subterranean base set deep in the Arizona desert.

The game takes place within a complex of interlinked caverns guarded by huge guns, electric fields, and separated by very narrow passages (just watch the paintwork). Shooting the control boxes disables these defences and enables the brave pilot to descend to the heart of the base and rescue each (very ungrateful) boffin in turn.

The wheels of time have turned full circle since *Airwolf* was first reviewed way back in Issue 13 and this game is certainly showing its age. The graphics are colourful, but extremely simplistic in places. Gameplay is a little more challenging, but this soon becomes tiresome as the second or third life in a row is lost trying to pass some of the obstacles. Fans of the TV series may find a little more enjoyment in this prehistoric relic but even that is pretty doubtful.

Overall **47%** ▶

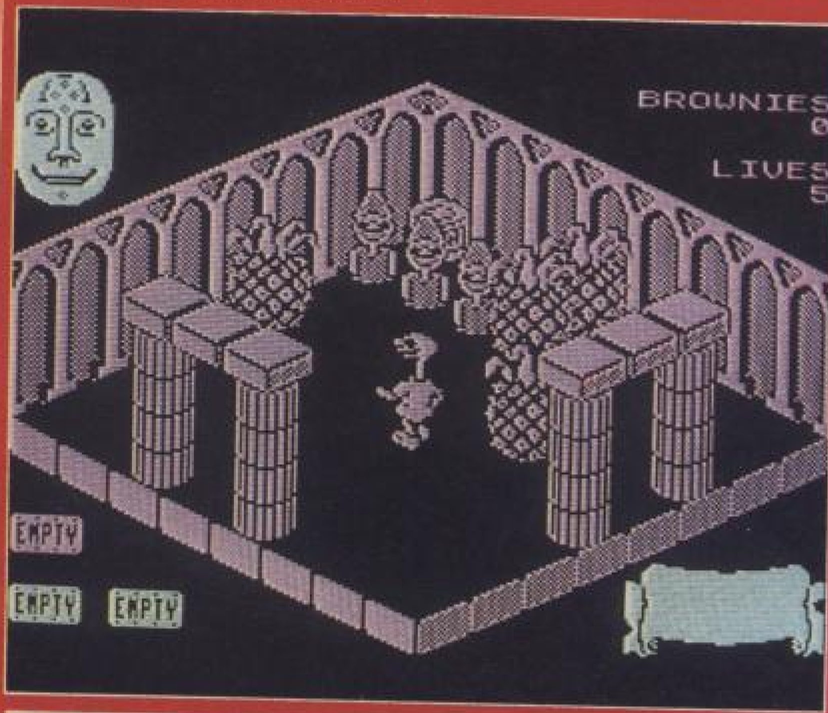
SWEEVO'S WORLD

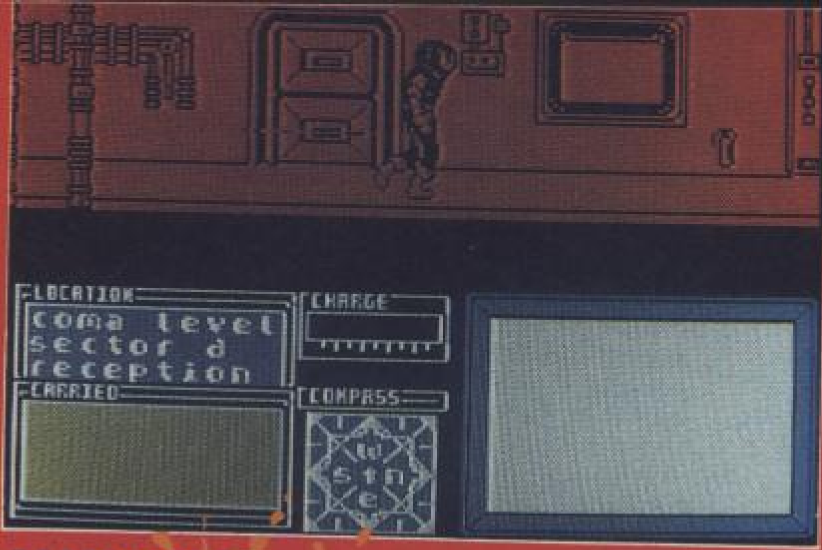
Producer: Rebound
Price: £1.99
Original rating: 95%

When it was first released by Gargoyle Games back in 1986, Sweevo's World brought a refreshing gust of humour to isometric 3-D perspective. Stuck on Knutz Folly, an artificial planetoid built by the eccentric Baron Knutz for his wife Hazel (how sweet), Sweevo, a robotoid Stan Laurel, has to brave its oversized fruit plantations, attempt to crush Horrible Little Girls with teddy bears, brave Minxes and avoid Goose Stepping Dictators, all in an attempt to make the world his own. Various puzzles of differing difficulty are scattered over four levels; once solved, these yield an object useful for solving further problems. Eradicate all life forms and Knutz Folly, in all its glory, is yours to enjoy for ever.

The speed and puzzleability which made Sweevo's vegetarian quest so attractive in its day don't seem as remarkable now. In a comparison with, say, Ocean's sophisticated *Head Over Heels* or even Firebird's unexceptional *Magnetron*, *Sweevo's World* doesn't look so hot. Still, if you're addicted to 3-D adventures and you didn't catch this courageously corny little figure when he first appeared, you may as well give him a cheapy chance.

Overall ***66%***





MARSPORT

Producer: Rebound
Price: £1.99
Original rating: 95%

Gargoyle Games' *Marsport* was reputed to be at least twice the size of the company's two previous releases, *Tir Na Nog* and *Dun Darach*. Unlike its predecessors, which were played on a flat plain, *Marsport* is constructed like a 3-D tower block and features one or two neat 3-D effects.

The scenario transports you far into the future. The safety of Earth is threatened by an alien race known as the Septs. Unless Commander John Marsh manages to locate vital defence plans hidden deep within the opposition stronghold, Marsport, the Earth will be overrun by the aliens.

The enemy infested passages yield a series of useful objects which can be disposed of in rubbish shoots (you can't drop anything) or stored in lockers (though first you need to find a key). Restricted areas can only be accessed once you've located the central computer.

Though the 3-D effects which distinguished *Marsport* in its time are fairly standard now, the gameplay is still just as gripping and absorbing as when it was first released. You may not be stunned by the graphics but the intricacy of the puzzles and the sheer size of the adventure environment means that *Marsport* still presents a complex and compelling challenge.

Overall ***78%***

ACTION REFLEX

Producer: Ricochet
Price: £1.99
Original rating: 88%

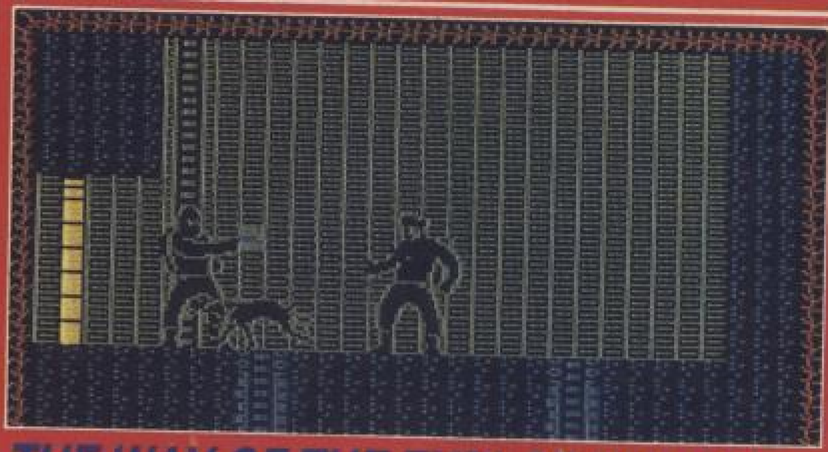
Written by Christian Urquhart, author of *Daley Thompson's Decathlon* and *Xecutor*, *Action Reflex*, originally published by Mirrorsoft, deals with the antics of a crazy bouncing ball. Trapped inside a linked sequence of three mazes, it must avoid a variety of static and moving obstacles, gain points to collect helpful objects and negotiate air vents and planes of water – all in a desperate bid for rubber ball freedom (whatever that may be).

Rather like *Bounder*, *Cauldron II* and the recently released *Hopping Mad* in style, *Action Reflex* still comes across as a very playable game. Its bright and colourful backdrops hide an immense array of dangerous hazards, helpful and harmful objects, secret passages and unusually safe short cuts. With so many different features you're practically guaranteed hours and hours of play. If you've enjoyed other ball-bouncing games, get yer hands on this! It's a little bundle of uncontrollable fun.

Overall ***76%***

▼ Has the ball lost its bounce?





THE WAY OF THE EXPLODING FIST

Producer: Ricochet
Price: £1.99
Original rating: 92%

When Melbourne House's *Way Of The Exploding Fist* first hit the streets, it was heralded by CRASH as 'definitely the best beat-'em-up yet on the Spectrum'. As a one or two player game, it invites you to take part in a karate tournament; if you keep winning long enough you may even reach the exalted rank of Black Belt 10th Dan. There are 18 different combat moves, including forward somersault, backward sweep, short jab kick and the mysterious Round House (very effective, but takes an age to get the hang of). The better your performance the higher your number of ying-yang points. (And you know what they say about getting your daily dose of yings and yangs, don't you?) (No – Ed) (Oh well, never mind!) What was an outstanding beat-'em-up in October 1985 isn't quite so astonishing now; the superior animation and greater complexity of games like IK+, *Target; Renegade* and *Street Fighter* has seen to that. If you're not too fussy about fancy graphics, can't get enough of beat-'em-ups and for some strange reason missed out on *Exploding Fist* when it first appeared, go out now and buy. After all £1.99 is a small price to pay for some pure; unadulterated, smash-it-up fun.

Overall ***72%***



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Like to swop the latest games like Flintstones, Vixen, Bionic Commandos etc. Write to Simon Harris, Fern Villa, Recreation Rd, Stalham, Norwich, Norfolk or ring (0692) 80783.

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MISCELLANEOUS

A new Football Play By Mail starts in September. Fancy being a manager and leading a team to glory, then send an SAE for rules to Darren Clancy, Goodison Promenade, Llanfairfechan, Gwynedd LL33 0BU.

Goal crazy computer moderated Soccer PBM. Player ratings (in each game and abilities), tactics, training decisions, scouting, match reports, Cups, goal descriptions, Internationals. For details send SAE to: George Crozier, Hazelmount, Pant, Oswestry, Shropshire SY10 9QQ. Tel: (0691) 830541.

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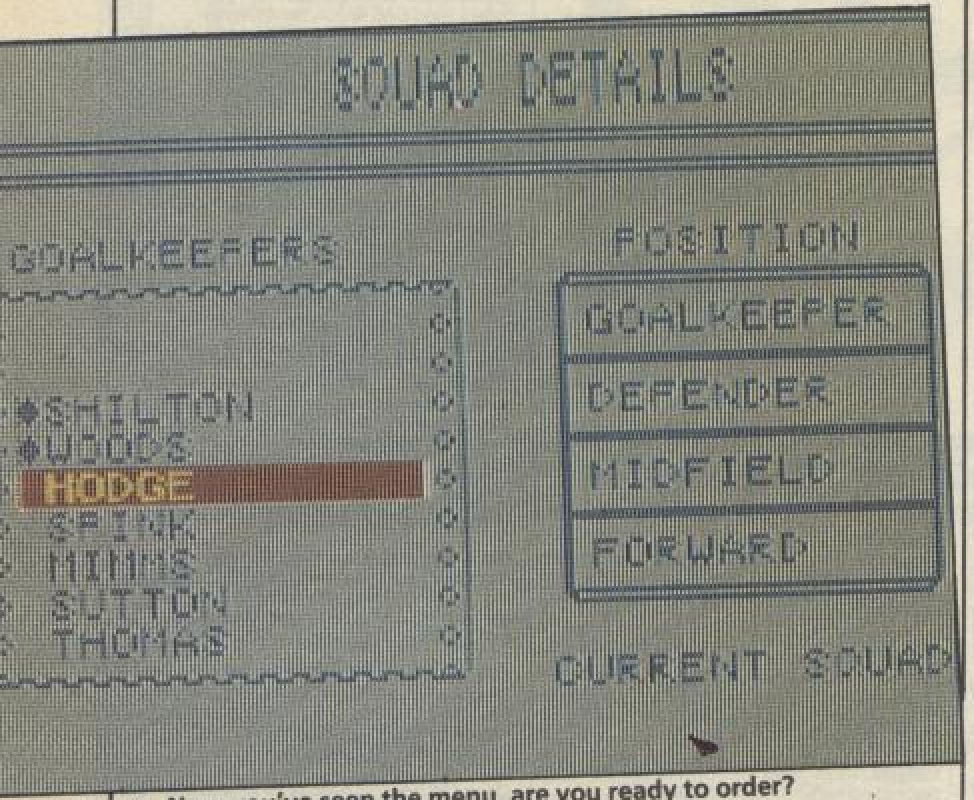
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▲ Now you've seen the menu, are you ready to order?

Tracksuit Manager

'Koeman sends a beautiful long ball over to Gullit, who weaves and turns straight past Gary Stevens. He sends a beautiful chip into the box. Oh no, the defence has failed to clear, Marco Van Basten takes possession and . . . he's scored his hat-trick – surely England are out of this championship now!'

You were undoubtedly as peeved at England's performance in the European Championship as we all were at CRASH Towers (Mark Caswell excepted cos he keeps falling over his own feet and can't see the point of football). But Doug Matthews (he also did *The Double*) reckons you deserve to have money for a mouth and prove your TV punditry (*surely that should be 'banditry'* –ED) by building your own national squad to take on the best in Europe (and the rest of the world) in Goliath's new football management game, *Tracksuit Manager*.

You can choose to manage any European national squad of 22 players. New players can be drafted into the squad from a pool of 100. The finals of the Nations Cup (European Championship) are two years away (with the World Cup finals in four years time), but first your team must qualify by winning their group which contains three other nations. Friendlies can be arranged to allow experimentation with the team or you can go on a tour consisting of five matches.

Tactics and options are menu-driven. The main menu is for changing the squad, arranging fixtures (through the diary option) sending scouts to spy on the performance of other teams and their individual players.

Before a match, you select your team of 11 players from the squad and a report on each player's current form and skill is available. After team selection, a choice of tactics can be made including attacking style, marking, formation, and various types of tackling and passing. Individual players can also be given special orders contradicting those of the team and can also be told to take corners, free-kicks etc.

During the match a scrolling text commentary (which can be speeded up or slowed down) is shown in the top half of the screen, while the position of the ball is represented below by a red bar on a green pitch. Substitutions can be made at any time and also allow the



▲ Can you stand the pressure of life in the football league?

changing of tactics. Players can be injured, and, if they're naughty, booked or even sent off.

There's enormous wealth of football data in this program, so I expressed no surprise at the game's bland presentation, although it's neatly laid out. Sound is nonexistent and match graphics are minimal. Text predominates of course, so it's annoying how slow it can be updating at times. On the other hand, it's the football strategy that matters, and *Tracksuit Manager* certainly scores no home goals there.

PAUL 76%

MARK 'clumsy feet' Caswell here, and all I have to say is that some people may be willing to sit through reams and reams of text from yet another football management game, but I'm not. *Tracksuit Manager* bored me stiff within a very short time indeed. I've come to the conclusion that only true footballing fans could possibly enjoy scanning the eye-boggling amount of text that assails the player's optic nerves. The actual matches are the biggest bore; described in great detail, they sent me to sleep after reading that Hoddle was about to shoot for goal third time in a row. I'll stick to saving the universe from the alien hordes, thankyouverymuch.

38%

Producer **Goliath Games**
Transfer fee **£9.95 cass**
Author **Doug Matthews**

GOING FOR A TACKLE

- Pick the most skilled players for your squad – obvious, huh?
- Rest players with low stamina to allow them to recover.
- Rely more on defensive tactics when playing 'away' matches.
- If the opposing team has one or two superb players, use man-to-man marking.

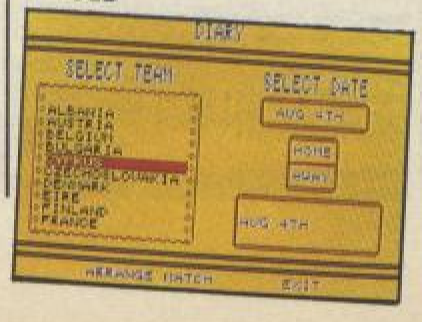
The range of menus and options is impressive – especially the choice of tactics for both the team and individual players. It really allows for complex strategy and gives the sort of comprehensive control over the team that other games of the genre lack. What lets the game down is its boring match presentation – the commentator quite obviously suffers from verbal diarrhoea. By the end of a match you feel as if you've just read *War And Peace*. The pitch graphic is small and simple – a red bar shows the position of the ball and that's it! What a shame the excellent tactical options couldn't have been accompanied by some decent graphics to help create an atmosphere. Long-winded, it's best played in short bursts, but considering its detailed options, *Tracksuit Manager* will definitely appeal to football mangagement buffs.

PHIL 71%

THE ESSENTIALS

Joysticks: keyboard only
Graphics: minimalistic, to say the least, but not that important in this type of game
Sound: there is absolutely none
Options: choice of managing any European national squad
General rating: mixed opinions, although all agreed the match presentation was poor. Its appeal really depends on whether you like the genre or not

▼ More long-winded than the OED



Presentation	72%
Graphics	46%
Playability	70%
Addictive qualities	71%
OVERALL	**70%**

● **Strange aliens with nose-tubes suck**

hotshot

Hot Shot is certainly original but very strange. Get this: the game is said to be based on the sport of squash but set years into the future. In fact it plays like a cross between pinball and *Breakout* rather than squash. Players no longer use primitive racquets but graviton guns which work like vacuum cleaners to suck up the ball. Weird huh? Get's worse:

You control a character chosen randomly from a number of alien beings, some of which have strange nose-like tubes growing from their heads which act in the same way as the guns.

Level 1 is set in an arena containing coloured blocks destroyed *Breakout*-style by hitting them with the ball. Combatants stand on opposite sides of the play area. Use your graviton gun to control the ball's movement and bounce it around the screen. Pressing fire activates the gun causing it to attract the ball; pressing fire again releases it. If the ball hits a character instead of a gun, he's blown to bits. The ball returns to the opponent's side of the screen.

When pressing fire, the gun can be pointed in any direction by moving the joystick. Without fire pressed, the player can run left and right as well as duck to avoid the ball.

If your score at the end of the given time limit is high enough, you progress to a bonus level containing pinball-style bumpers. Do well and you're granted access to the next level which is split into two giant pinball tables. Points are awarded for hitting bumpers. There's no time limit; instead each player has three lives.

Following another bonus level, you progress to the next stage and try drowning your opponent by hitting blue bricks to increase the water level in his area. In the final try and annihilate The Beast as an expanding and fatal black hole comes nearer and nearer.

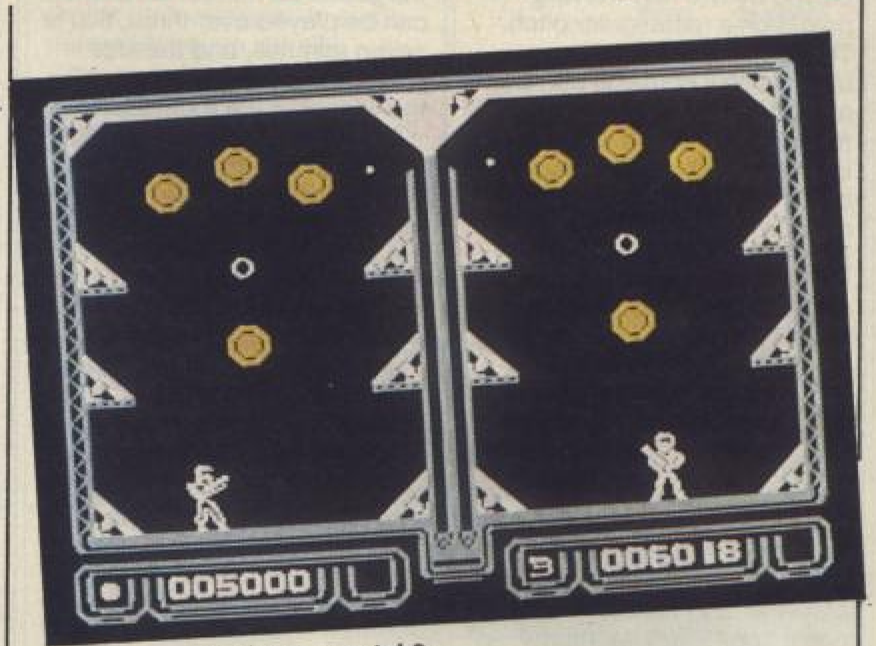
David Jones of *Spellbound* and *Stormbringer* fame has changed tack with this one. How does it play? A bit tough really; the ball is hard to catch, although once the controls are mastered, the first level is easy. Following ones (supposedly different but really very similar) are extremely hard, and this high level of difficulty reduces the playability of an otherwise enjoyable game. If you're looking for something a bit different, though, *Hot Shot* could be worth a look.

PHIL 74%

Producer **Addictive Games**
Out of pocket **£8.99 cass**
£14.99 disk
Author **David Jones (and team)**

MARK I found *Hot Shot* to be fun at first, though the novelty wore off after a while. Graphically, it's effective: opponents move move around the play area frantically trying to catch the ball springing wildly around the screen. I don't know whether the ball movement is supposed to be realistic, but considering the way it flits around the screen, I have serious doubts. The control method is awkward at the outset, with your man constantly being disintegrated by the annoyingly anarchic ball, but after a while, some semblance of control is established. Overall an enjoyable *Breakout*-ish game. Take a look.

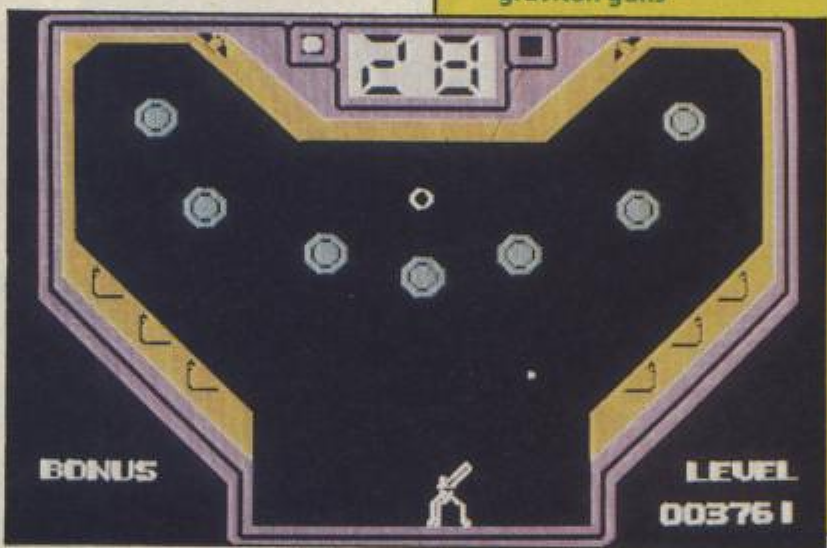
75%



▲ Ever considered a nose-job?

PLAYING IT THROUGH

- Keep pressing fire when the opponent has possession to make the ball's movement unpredictable.
- When in possession, keep releasing the ball directly upward until it has destroyed the column of blocks immediately above you.
- On the bonus screen, avoid the ball and let it settle. Then suck it up along the ground and release it upward, and repeat the tip.
- On the second level, stand directly under the lowest bumper and repeat previous tip.

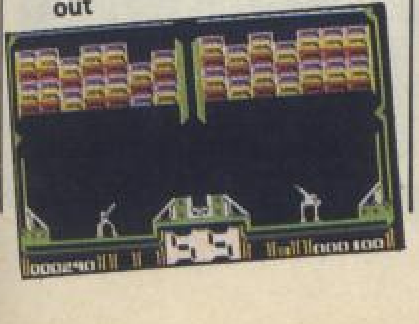


▼ What a fetching pair of graviton guns

Keep on your guard at all times, for not only does the ball come hurtling toward the unsuspecting player and kill him, the opposition can also fire the ball at you! The graphics are bold and colourful with cute players called a variety of names from Killer to Trifid. There's a tune on the title screen and spot effects echo all through the game. The levels get more detailed and harder to play as you progress, which means that *Hot Shot* will keep you glued to your monitor for weeks to come. A thoroughly addictive game from Addictive Games.

NICK 82%

▼ There snout like a *Hot Shot* when it comes to breaking out

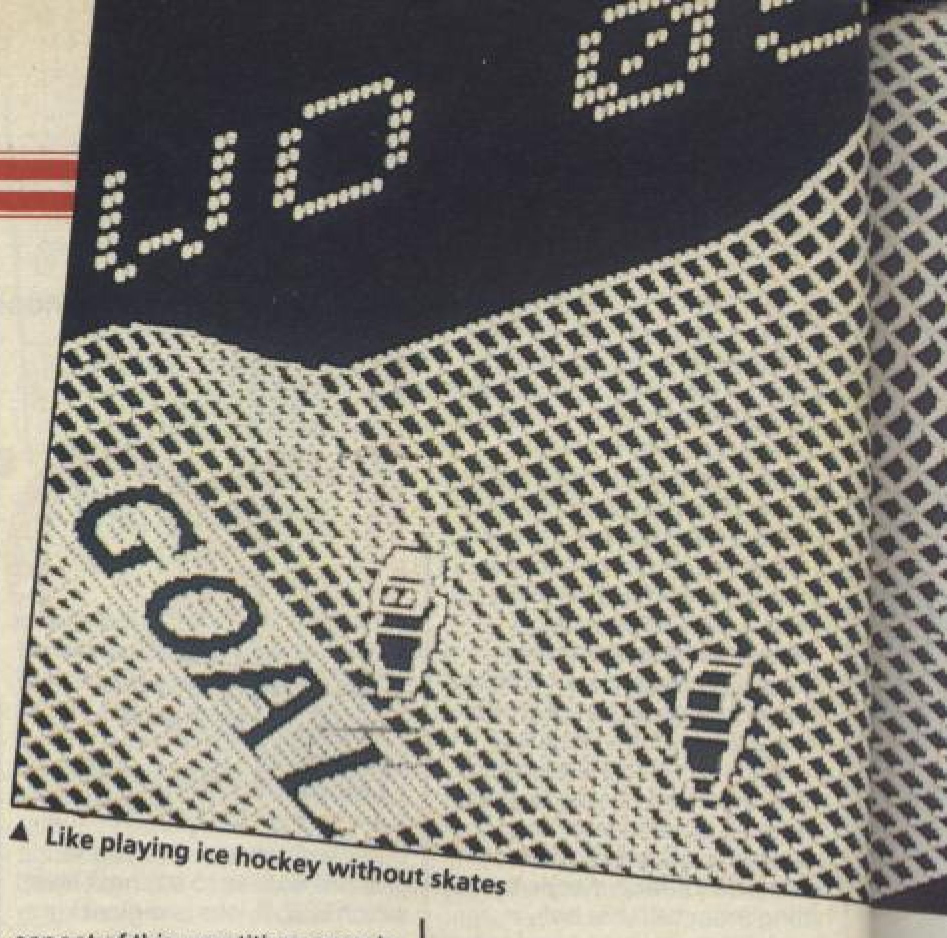


THE ESSENTIALS

Joysticks: Kempston, Sinclair
Graphics: detailed aliens with elaborate nostrils snorting against colourful backdrops
Sound: spot effects on 48K. Racy tune on 128K
Options: one or two players
General rating: hot for *Breakout* fans – a bit cooler for everyone else

Presentation	70%
Graphics	71%
Playability	79%
Addictive qualities	75%
OVERALL	**77%**

VECTORBALL



▲ Like playing ice hockey without skates

Producer **MAD**
Out of pocket **£2.99 cass**
Author **Binary Design**

Vectorball is the most popular sport in a distant dimension. The game is played by two fast-moving droids on a rectangular pitch. The playing area is rather unusual as it contains bumps and ditches to make play more tricky. The action is shown in isometric 3-D with the contours of the pitch indicated by the change in perspective of a grid pattern.

You can choose to take on either a computer (like our editor) or a human opponent (like Mark). (*I thought you said 'human'? – ED.*) Your droid moves around the pitch, trying to gain possession of the ball. If he manages to shoot the ball into the goal area, he scores. Games can be played over three, five or seven minutes, and the first player to win four games is also the winner of the tournament.

Have you ever tried playing football in a skateboard park? Well, if you haven't, *Vectorball* is the perfect opportunity to try it out. In fact, the most varied aspect of this repetitive game is the choice of pitch; you can choose to have it made up totally of hills, ditches or waves and, for the more adventurous, there's

PHIL After admiring the great 3-D pitch effect, I thought that playing *Vectorball* would be a fun experience. Unfortunately, getting into the game is very difficult, mainly because of the awkward control system. Your droid is extremely sensitive to the slightest move and speeds off into the distance unless restrained. Not only that – when you're in possession, control becomes rotational so you can't move forward at all. This makes for some very dull matches because once a droid has the ball, all it can do is whack it up the pitch in the hope of scoring. The computer player is almost invincible and manages to thrash me every time. Though the two-player option should improve lastability, the frustrating one-player game soon loses its appeal.

64%

THE ESSENTIALS

JOYSTICKS Cursor, Kempston, Sinclair, Fuller **SOUND** limited to white noise spot effects **OPTIONS** one or two players. Choice of pitch and time limit

63% **GRAPHICS** Impressive grid-patterned pitch with boring, monochromatic sprites

57% **PLAYABILITY** Original concept, but awkward implementation spoils it

55% **ADDICTIVE QUALITIES** Little to keep you going for very long

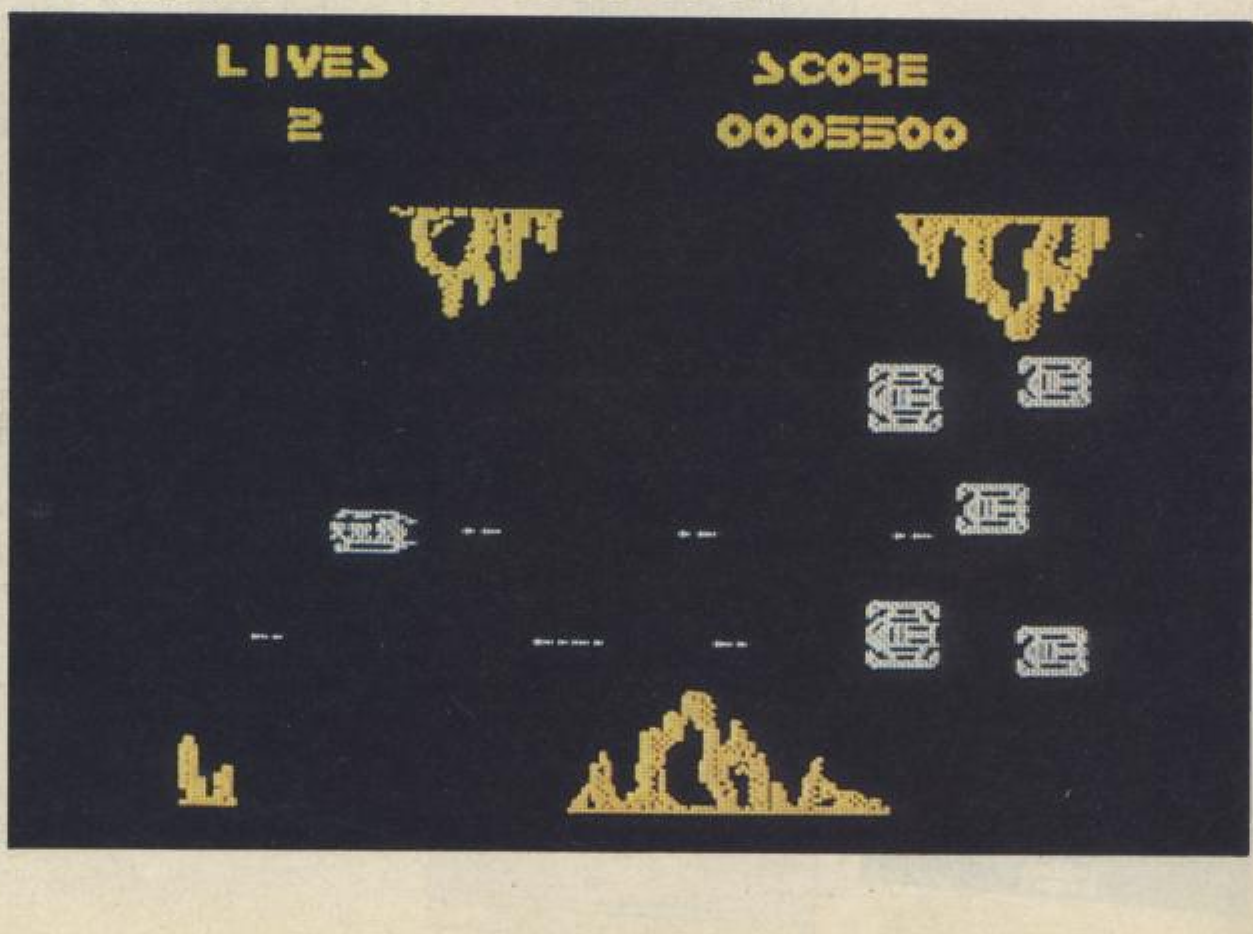
OVERALL 58%

ELIMINATOR

Producer **Alternative**
Out of pocket **£1.99 cass**
Author **Mark Wallace**

The Motare Nebulae is not one of the safest places in the galaxy: several craft have disappeared in this vicinity over the last few years. As Group Commander of the United Earth Space Force, it's your duty to investigate the secrets of this interstellar Bermuda Triangle.

▼ More like a washed out pair of Bermuda shorts



PHIL Sound on *Eliminator* is minimal to say the least – in fact it's nonexistent. I actually thought I could hear a very weak laser noise until I realised that it was the keyboard squeaking! OK, so the scrolling is smooth enough, but the bland aliens aren't animated at all and although each level has different enemies, they all move in the same patterns as the previous ones, making play very predictable. In fact, the game resembles the ancient *Scramble* though it doesn't even have the added variety of bombs and ground installations. *Eliminator* looks decent enough at first sight, but its appeal soon fades – one to avoid.

28%

THE ESSENTIALS

JOYSTICKS Kempston, Sinclair **SOUND** not a sausage **OPTIONS** definable keys

40% **GRAPHICS** Bland monochrome, thin on animation

32% **PLAYABILITY** Only average, may amuse for half an hour before . . .

26% **ADDICTIVE QUALITIES** . . . eliminating any further interest

OVERALL 34%



even a mega-mix of the lot. The isometric graphics aren't exactly very colourful but the 'stretchy' look of the pitch makes it unique. Controlling your robot is difficult at first and you need to master a very tricky hill-climbing technique (which does get easier) before you can really progress. *Vectorball* provides a spot of fun a while but I doubt its lasting appeal.

NICK 52%

As you approach, the facts become all too clear. Two types of enemy ship, known to their friends as Killer Bubbles and Mutant Craft, do their best to send you in the same direction as the other unfortunate pilots (to heaven). As your ship flies across the horizontally scrolling landscape, wave after wave of vicious alien craft attack with their laser cannon. They don't call you the best laser gunner in the fleet for nothing – in fact they don't call you much at all, but you don't give a toss because you can shoot the scales off vile alien bodies and make 'em wish that they had stayed at home, instead of terrorising decent folk.

Kicking alien bottom could be fun, but in this (yet another) *Delta* look-alike I'm sad to say the action is barely average. The sprites, though simplistic, are adequately drawn and there's no colour clash, which isn't surprising seeing as how most of the sprites are monochromatic. Endless waves of predictable enemy formations make the gameplay very samey and my patience snapped well before the end of the game. I would think twice about purchasing this one, but certainly not three times.

MARK 37%

DROIDZ

Producer **Silverbird**
Out of pocket **£1.99 cass**
Author **David Lyttle**

Far in the future man has created convenience robots, trendily called Droidz, so that he can go off and have a good time in Benidorm, Mars, while they do all the menial tasks. Not surprisingly, the individually unintelligent robots are a bit peeved at this (all work and no play makes Jack a dull droid) so they've grouped together in protest to form a collective intelligence – not unlike us reviewers at CRASH Towers.

Droidz have taken over the Holographic Recreation Centre, hoarding all the high technology they can get their robo-grips on. Driving a reconditioned Mk III battle walker into the complex, you must destroy the revolting droidz and retrieve as much technology as possible in the procezz.

The action is represented by a plan view, *Gauntlet*-style, as the battle walker, equipped with gun, strides around the screen which scrolls accordingly. Contact with a robot reduces your energy; the game is over when this reaches zero. The mazes are populated by a variety of coloured and fairly simply animated sprites. Progress is relatively easy – until the energy level starts getting low, when it becomes a mad dash to find a battery for recharging.

Scattered around the levels (multiloaded in sets of three) are various useful items including flashing globez which give extra zmart bombs to destroy all droidz on the screen. In some mazes, there are literally hundreds of droidz after the battle walker's circuitry, so the smart bombs are extremely useful. Find the exit and you're granted accezz to the next stage.

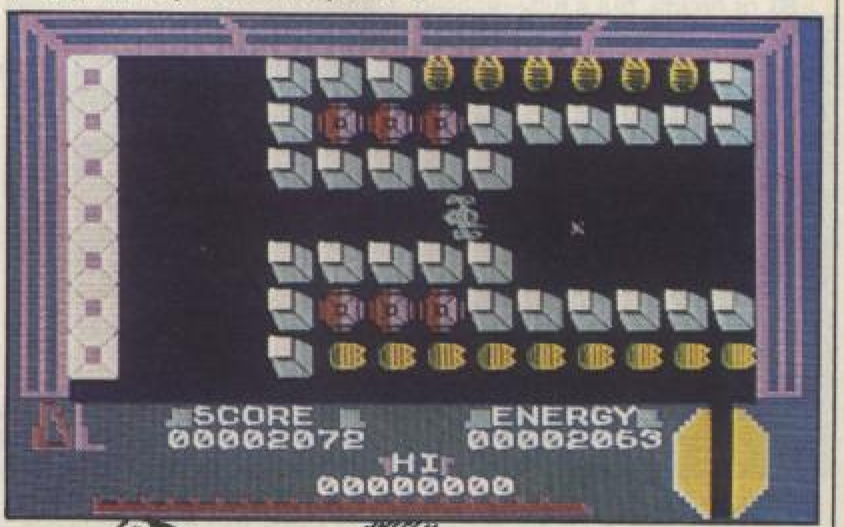
Despite various useful objects, there is still a terrible lack of variety – most mazes just contain massive amounts of robots and little else. Strategy doesn't come into it – all you can do is zap droid after droid after droid. Avoidz.

PHIL 26%

MARK This game is little more than a horribly glitchy, thinly-disguised *Gauntlet* clone. Guiding the Mk III battle walker around the maze of flickery screens, shooting at the gaudily coloured droids isn't exactly my idea of fun. The whole process bored me witless in a matter of minutes. Even a £1.99 price tag can't compensate for repetitive gameplay and the absence of any lasting appeal. Unless you're addicted to tedious games, I strongly advise you to steer well clear. You've been warned . . .

16%

▼ A positively droidful experience





THE ESSENTIALS

JOYSTICKS keyboard only **SOUND** simple spot effects

28% **GRAPHICS** Flickery, garish robots occupy blocky, unattractive mazes

26% **PLAYABILITY** The look and repetitive play puts you off

19% **ADDICTIVE QUALITIES** A feeble *Gauntlet* clone with hardly any addictivity

OVERALL 21%

● Reduce lackies to piles of chopped flesh

BARBA



Producer **Psygnosis**
Out of pocket **£9.99 cass**
Author **Paul Murray**

Although they aren't too common these days, many years ago, barbarians roamed the land. Strange but true, claim Psygnosis, a software house more known for their 16-bit games. But you needn't worry, this is no mere hand-me-down from the Atari ST or Amiga, but a fully-realised Spectrum hack 'n 'slay of exciting proportion.

So, back in time: Thoron was a brave and savage warrior who usually brawned before he brained and so made many enemies. One in particular, an evil and powerful being called Necron, took a particularly strong dislike to Thoron. For many years their feud raged, until one day, Necron, determined to end it and sent his deadliest ally, a huge fire-breathing dragon called Vulcuran, to kill him. Which the dragon did.

But Thoron's son, Hegor, swore vengeance on Vulcuran and Necron. A brave boast, but our boy hasn't earned his title of dragon-slayer by sitting at home knitting socks. Nope, he gives as good as he gets – slashing left and right with his trusty blade, and leaping around the screen as though there are springs tied to his feet. The prospect of kicking this large reptile's bottom does not worry him, so with a spring in his step and a sharp sword in his hand, he sets out to avenge Thoron's death.

As Hegor explores the variety of platforms and ladders in Necron's underground empire, he is attacked by evil creatures who roam the dank and dingy passages. These include dogmen, giant soldiers, monks, strange creatures that hop around, and such a liberal sprinkling of fiendish traps and pitfalls that they would do an Indiana Jones movie proud.

Hegor is controlled by a row of icons placed at the bottom of the screen. Moving left and right across the playing area can be controlled normally using keyboard or joystick. The other options – running, jumping, fighting, defence etc – are selected by moving the red cursor to the desired icon, and then hitting the fire button. If the opposition gets too hot, a handy little icon on the far right of the screen allows Hegor to drop everything and run for it. At a press of the space bar, a second set of icons allow you to pick up and drop items, as well as collect objects like a sword or a bow.



▲ Goldilocks strikes back

▼ Hegor tries out an ancient battle tactic – running away



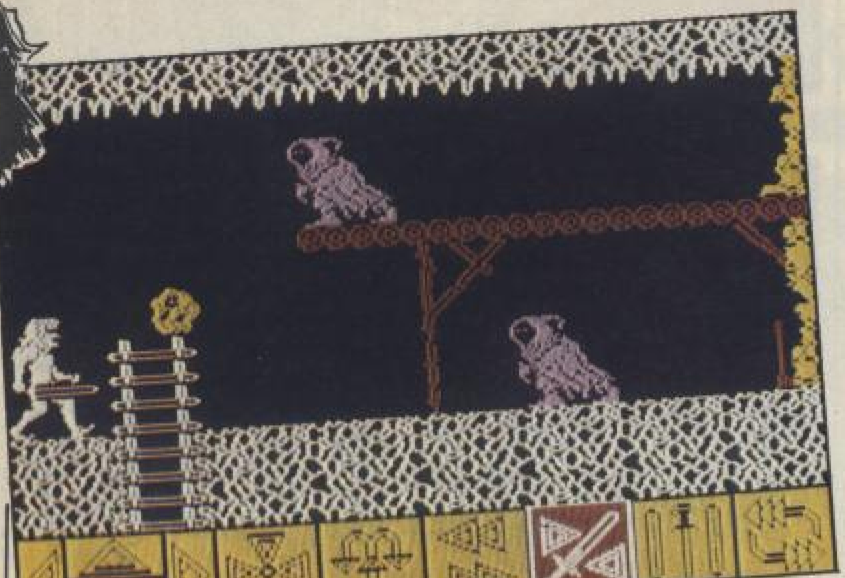
Once the lackies have been reduced to piles of chopped flesh and bones, the evil overlord and his fire-breathing companion are faced – and with a lot of skill (and more than a little luck), defeated.

The icon system is as simple in design as in use – very little practice is needed to send the loin-cloth-clad hero on his merry, and very blood-stained, way. *Barbarian* is a good old fashioned hack and slay affair that I, for one, really enjoy playing.

MARK 85%

RIAN





▲ Take off your hood – those spots can't be that bad

HACKING EXPOSED

- Watch out for parts of bridges that fall away, they can be dangerous!
- Quite a way into the game you will encounter a mad monk, use a bow and arrow to kill him.
- Walk towards enemies slowly with sword at the ready, swipe as soon as they move.

At a quick glance *Barbarian* may look bleak and boring, but when you get to grips with controlling Hegor in his mangling adventure the unpredictability does get the old ticker going! What makes *Barbarian* so addictive is the fact that you never know what's coming up next when you enter a new screen (unless you've been there before). The enemy characters are graphically similar to those in *Rastan*, but *Barbarian* lacks the excellent backgrounds and sound. There are some atmospheric sound effects but they're very sparse. I found *Barbarian* a thoroughly addictive game and I will certainly be playing it for a long while yet.

NICK 77%

KATI Pity about the awkward push-scrolling but that's hardly a major factor when you've got a mammoth complex of dungeons and dragons to explore. Everyone who thinks that one Barbarian (Palace's) is more than enough is in for a surprise. With intricately detailed graphics, Psygnosis have created a grippingly sinister atmosphere. Both monsters and muscleman are excellently animated – even Hegor's mop of he-man hair rises and falls as he runs. *Barbarian* turns out to be an exciting and hair-raising experience.

87%

THE ESSENTIALS

Joysticks: Kempston, Sinclair
Graphics: nicely drawn and animated sprites hack their way around the screen with great zeal
Sound: simple but atmospheric biff and bash effects
General rating: a great hack 'n' slay game that keeps you fighting to the bitter end

Presentation	80%
Graphics	78%
Playability	79%
Addictive qualities	85%
OVERALL	**81%**

NINJA SCOOTER SIMULATOR

Producer **Silverbird**
Shurikens cost **£1.99 cass**

Another tough Ninja battles his way through a series of action-packed screens – but this time it's on a kiddies' scooter. (I think maybe Silverbird are taking the Michael out of Code Masters with the darling title of this game.) Clearly this is no ordinary Ninja; not only does he know how to perform an elegant back flip, he's also one wicked mother when it comes to scooter stunts. To prove his status, he accepts a challenge to whizz through the night on his Dream Scooter, pulling some rad stunts as he attempts to avoid the many obstacles in his path.

The decidedly whacky title prepared me for a decidedly trashy game. In fact, *Ninja Scooter Simulator* is well presented with clear isometric 3-D graphics and smooth horizontal scrolling. A timer ticks down as you leap and bound over ramps, whilst avoiding numerous grates, walls, and even skeletons on skateboards the litter the path. If the timer reaches zero and you haven't reached the end of a course, it's the end of the game. So – will the coolest Ninja west of the Rad Lands of Ji fail the test, or will he beat the rest? Only you can tell . . .

But I found it very playable and great fun as you zoom up the ramps and leap high into the air. It's a pity that what could have been a great game is spoilt by the astonishing lack of difficulty – it's just too easy to progress through each level with plenty of time to spare. The many speed squares which really give some amazing turbo acceleration make the whole process even simpler. This low level of difficulty might well appeal to younger players but for more experienced mega-scorers, the lack of any challenge means that the initial appeal soon fades. "

PHIL 70%



▲ Strange, but true . . .

MARK After I had recovered from the surprise of seeing a big burly Ninja on a kiddies' scooter, I found the game playable enough. The graphics are reasonably detailed, though some are on the more simplistic side. But it's gameplay that counts, and *Ninja Scooter Simulator* certainly has enough to keep most people going in the short term. I've a few doubts as to long term lastability, but at the price – who really cares? Overall, a fast and frantic race to establish your street cred as the best Ninja stuntman in the world.

71%

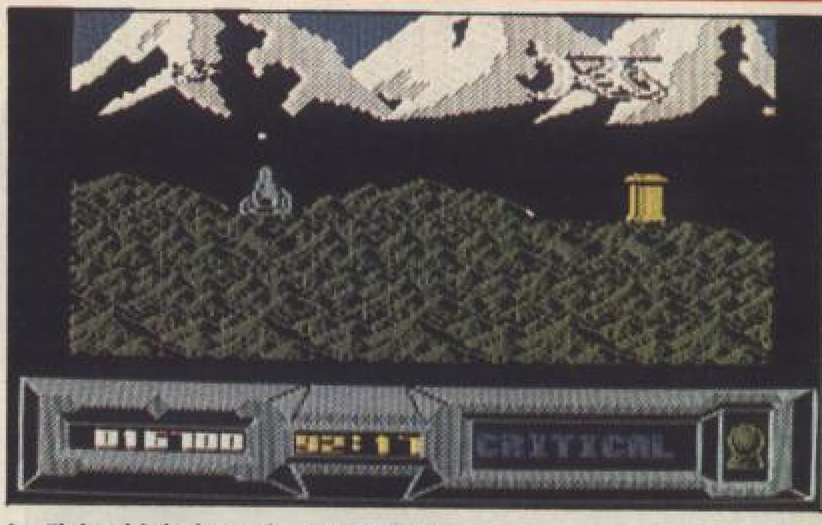
THE ESSENTIALS

JOYSTICKS Kempston, Sinclair **SOUND** simple spot FX **OPTIONS** definable keys, two-player option.

65% GRAPHICS Small but nicely animated
72% PLAYABILITY Plenty to interest budding Ninja bikers . . .
62% ADDICTIVE QUALITIES . . . though maybe not in the long term

OVERALL 70%

● **Bashing terrorists by air and ground**



▶ **Flying high through** *Battle Valley*

battle valley

Producer Rack-It
Out of racket £2.99 cass
Authors Simon Wellard, John Wildsmith

Following the signing of yet another arms treaty, all medium range missiles were to have been destroyed. However, in the general way of things, it isn't the superpowers who slip up, but a bunch of terrorists who cause bother by capturing the two remaining missiles. With nothing better to do, they are holding the western world to ransom. Typical.

The US Government has rejected their demands and now sends you to destroy the missiles and capture the six terrorist bases in Battle Valley. You can choose either a helicopter or a tank for your mission. The hilly, horizontally scrolling landscape contains many terrorist weapons which can damage your vehicle; if critical damage is caused, you're returned to HQ, losing valuable time.

Terrorist bases can only be destroyed by the tank but in order to reach them, it must cross bridges. Some of these contain holes which must be repaired using the helicopter's winch to lower pontoons. The winch can also be used to pick up extra ammunition.

I don't think the success *Battle Valley* had on the Commodore (ZZAP! Silver Medal, 91%) is going to be repeated on the Spectrum. However, it is quite a good budget game if somewhat frustrating to begin with. The graphics are neatly drawn and animated and the parallax scrolling gives it that extra sense of realism. There's a reasonable tune playing throughout – unless you work out how to switch it off (I couldn't!) and the spot FX complement the action.

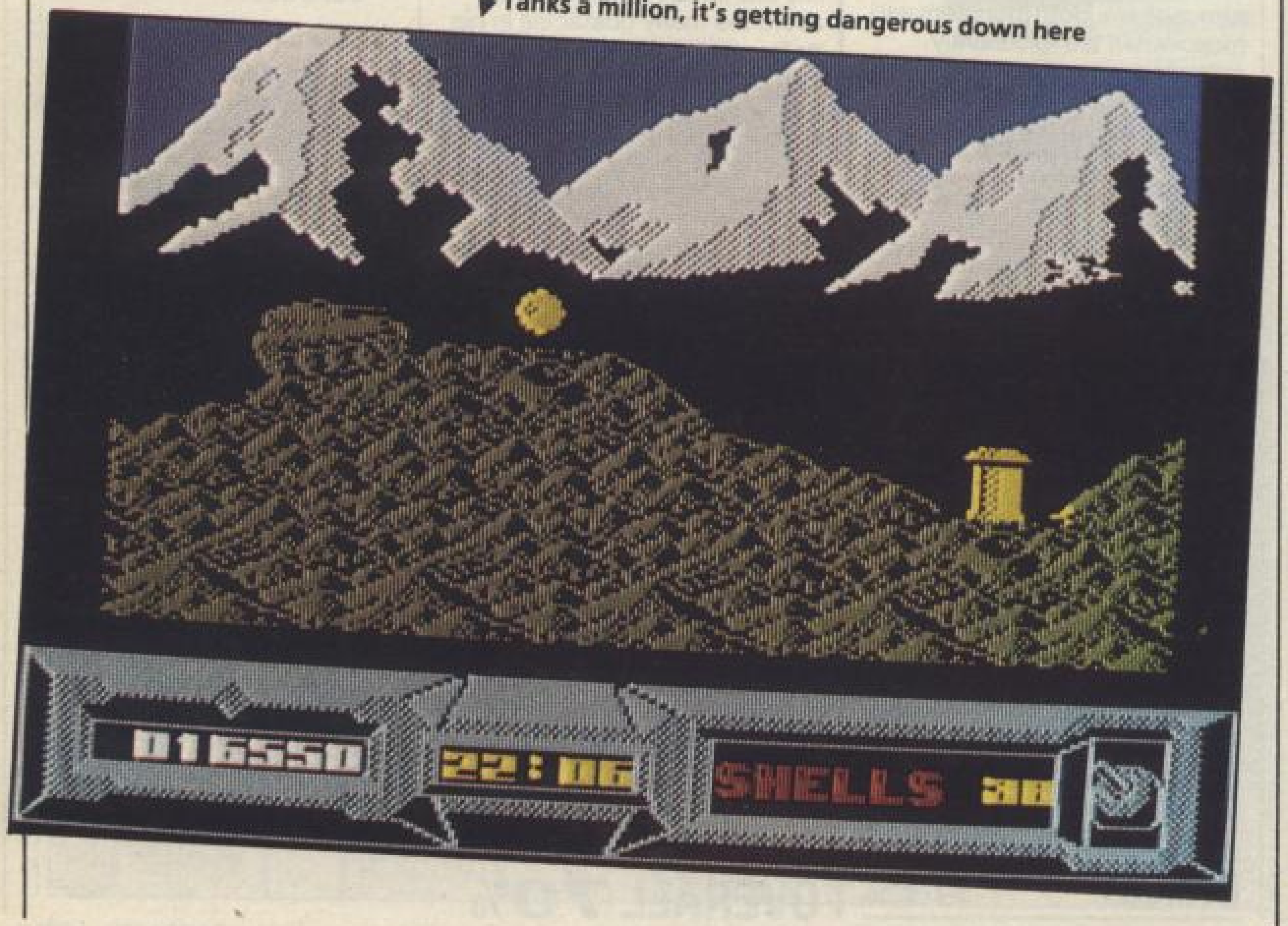
The idea of stopping bombs going off to save the world isn't exactly new (novelist Ian Flemming used the idea in one of the earlier James Bond books as a reaction to the Americans who set them off to save the world . . .), but the way it has been implemented here, with the choppers and tanks working together to defeat the enemy, makes a refreshing change. *Battle Valley* isn't destined to become a classic but it's good fun for three quid.

NICK 71%

PHIL For the first few goes, *Battle Valley* looked like it was going to be yet another boring shoot-'em-up. Two-layered parallax scrolling isn't exactly remarkable nowadays, even if it is pretty smooth. However, the way in which two vehicles are used for different situations creates a simple sort of strategy which makes the game absorbing. The time limit soon gets eaten up as vehicles get destroyed, but luckily, capturing a terrorist base bumps it up by five minutes. *Battle Valley* gets better the more you play it and is definitely worth the budget price.

76%

▶ **Tanks a million, it's getting dangerous down here**



BATTLING THROUGH

- Use the tank to destroy ground installations, then use the helicopter to repair the bridges.
- When in the helicopter, fly as low as possible to stop missiles coming across the screen.
- Pick up extra ammo when you get the chance.
- Capture the terrorist bases as quickly as possible to increase your time limit.

THE ESSENTIALS

Joysticks: Cursor, Kempston, Sinclair
Graphics: smoothly scrolling, undulating landscape populated by fairly well-animated enemies
Sound: good Dave Rodgers 128K tune plus atmospheric helicopter and tank effects
Options: definable keys, sound on/off
General rating: simple strategy coupled with decent graphics makes *Battle Valley* much more interesting than the average shoot-'em-up

Presentation	66%
Graphics	75%
Playability	72%
Addictive qualities	70%
OVERALL	**74%**

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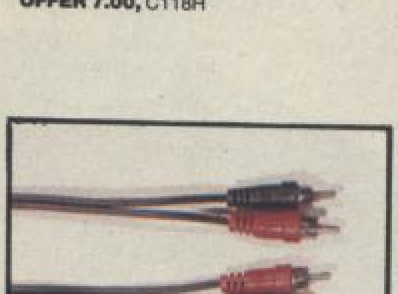
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The Quill analysed! The fabled ZX Microdrive appears! Run It Again: Pengo games! Graphics utilities! Living Guide: boardgames, simulations, strategy, adventure!
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When it comes to race games you may think you've seen it all before. OK, OK, so you *know* you've seen it all before . . .

Well, have we got news for you! **Elite** are on the brink of releasing a product which is bound to change your minds. *Overlander*, the ultimate in action-packed driving games, is about to hit the unsuspecting streets. Sunday drivers, Reliant Robins, 2CVs and piggy-eyed pedestrians watch out!

Cast your mind forward to 2025. Due to over-enthusiastic use of aerosol deodorants (can't say I've noticed – it's still pretty pongy around here) the ozone layer has been completely destroyed. Those people left on the surface when everyone else went underground have become . . . well, a little touched by the sun's rays. In other words they've gone stark, staring mad and are ready to savage anything that gets in their way. And in this case 'anything' means you. Unless you're prepared to blast your way along the cargo routes, dodge enemies and shoot at everything that moves, you've got no chance.

Not that you're doing any of this out of the goodness of your heart. You've only got one motive and that's cash. The more you have, the more equipment you can afford to customise you car. The better your car, the better your chances of getting more dosh. Simple, innit?

Actually, it's even simpler. You could get your sweaty hands on an *Overlander*-style car before you've even played the game and you don't need any cash. All you have to do is design your own personalised, crucially customised dream racer, equipped with all the blasting powers you could possibly want, and send it in to us. We'll pass it round, turn it upside down, wrap our sandwiches in it, give it to Phil to play football with and generally give it our undivided attention.

A few weeks later and, hey presto, you could be the proud owner of a fabulously **sophisticated radio controlled car PLUS four tickets to the Motor Show** in Birmingham. Just in case that doesn't get you grovelling with gratitude, Elite are also throwing in a copy of the game, a poster and a matching T-shirt.

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Send your entries on one piece of paper **not larger than A4**, clearly marked with your name and address, to: **OVERWHELM ELITE, CRASH, *PO Box 10, Ludlow, Shropshire SY8 1DB*.**

Entries must be received by September 26. The decision of the resident CRASH judges (yes, those three trendy guys) is final and binding in every possible respect. Now look, we don't want any hassle so if you have any complaints (unless they're really legit'), keep quiet!

JUST BEEN KICKED IN THE GROIN BY A KARATE EXPERT OR FALLEN OFF YOUR SKATEBOARD FOR THE UMPTEENTH TIME? DON'T WORRY, EVEN THE HUMBLEST PLAYERS ARE FEATURED IN PHIL KING'S

SCORES

If you're the best games player in Glasgow or just a second string scorer from Shropshire (like me), you can still amaze your friends by getting your name printed in **SCORES**. That's because each month, apart from the top score for each game, two other humbler ones are also etched on these hallowed pages; allowing normal everyday folk like you and me a chance of being next to those amazing mega-scorers (and the undetected cheats) like Nick Roberts.

Irrespective of whether they're printed or not, all entries stand an equal chance of winning some great goodies. First prize is a magnificent **£40** worth of software plus the obligatory CRASH cap and T-shirt. Four runners-up receive caps and T-shirts, so remember to put on the form what software and shirt you'd like – if it should be your lucky day!

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ATF	Digital Integration
Kathryn Waldock, Bishop Auckland	31460
W Wong, London E16	12510
Jayesh Patel, Wolverhampton	9132

BASKET MASTER	Imagine
Julian Holt, Wolverhampton	118-8
Anthony Underwood, Bolton	72-10
Andrew Lawton, Stoke-on-Trent	63-12

BIONIC COMMANDO	GO!
Mark Thompson, Southport	125680
Ian Laws, Norwich	63170
D Openshaw, Welling	56755

BUBBLE BOBBLE	Firebird
Anthony Thompson, Fleetwood	12533530
Martin Lear, Huddersfield	7763220
Adrian Whitfield, Bristol	128000

COBRA	Ocean
Karoly Juhasz, Worcester	917750
Scott Cowley, Bournemouth	107000
Mark Weedon, Wirral	89420

COMBAT SCHOOL	Ocean
Anthony Thompson, Fleetwood	891800
Stephen McConville, Portadown	231000
David Wilkins, Bristol	42700

CYBERNOID	Hewson
Richard Goodwin, Halesowen	368406
Daniel Worth, Kingsley	118232
Stefan Ratcliffe, Battersea	50189

DRILLER	Incentive
Robert Niesolowski, New Barnet	3205000
James Walsh, Rotherham	3200000
Alan Diss, Birmingham	2218020

ENDURO RACER	Activision
Paul Taylor, Wellington	7204320
Andrew Orme, Solihull	2256613
Timothy Cooper, Walsall	401754

EXOLON	Hewson
Lincoln Harvey, Hadleigh	8453390
Abdul Rahim But, Lahore, PAKISTAN	318750
Norman Payne, Southampton	63550

FIREFLY	Ocean/Special FX
Steven Bowman, Reading	1150560
Vic Langley, Berlant	649000
David Bray, Plymouth	433410

FLYING SHARK	Firebird
Steve Ball, Shepperton	1082480
Simon Brown, Portsmouth	1008200
Gordon Crichton, Bangor, N Ireland	595660

GRYZOR	Imagine
Simon Whiting, Poole	523000
Peter Hassan, Chatham	251252
Stephen Roper, Derby	75615

IK+	System 3
David McGurgan, St. Annes	482020
Brendan Cooney, Rathfarnham, EIRE	265120
Jonathan Mills, Coulsdon	230500

IKARI WARRIORS	Elite
Simon Hill, Walsall	7747500
Ronnie Morrell, Shipley	1358500
Colin Thompson, Larkhall	1157600

KARNOV	Electric Dreams
Colin Ngan, Freemantle	437220
Darren Potter, Belfast	180775
Darren Howe, Hounslow	170020

PLATOON	Ocean
Ken Bowes, Battersea	372294
Nicola Bird, Stoke-on-Trent	109000
Paul Jolly, Weybridge	23700

RAMPAGE	Activision
Ken Bowes, Battersea	691420
Leigh Loveday, Port Talbot	294740
Wayne Parsons, Fareham	200105

RENEGADE	Imagine
James Spilling, Oxford	9728560
Robin Griffiths, Carlisle	259700
Lee Rose, Norwich	65820

TARGET; RENEGADE	Imagine
Nick Pooley, North Walsham	1642800
Christopher Millhward, Blackpool	319100
Simon Walsh Atkins, Coventry	217800

ZYNAPS	Hewson
Owen Meadows, Raunds	632900
R Belsey, Kings Langley	428125
Simon McCall, Rotherham	125300

WINNERS

The lucky winner of this month's SCORES is 14-year-old **Darren Tuzzio** from Banbury in Oxfordshire (home of those whacky Code Masters boys and girls). His choice of software includes *Action Force II* and the brilliant *Dark Side*. Darren is obviously a watersports fan as his choice of T-shirt is the popular CRASH Surfer – *hang ten, man (eh? – Ed)!* The fortunate four runners-up, who each receive a CRASH cap and T-shirt, are **Paul Ratcliffe** from Barnsley; **Steven Bowman** of Pangbourne in Berkshire; **Daniel Mattsson** from Bornholm in DENMARK and **Christopher Millhward** of Singleton near Blackpool.

PUBLIC SERVICE ANNOUNCEMENT 3 . . . I must say thank you to the two observant readers who noticed that **Stuart Ridge**'s *Renegade* score was illegal – the last digit was a 1, but the score in *Renegade* only rises in multiples of ten, making this impossible. Yet another *Driller* cheat has cropped up in the form of **Darren Phillips** from Worcester, who claims to have scored over four million (the maximum score possible is only 3500000) – will they never learn? . . . ANNOUNCEMENT ENDS

Don't forget – any score sent in to **SCORES** can win you a prize, even if it's not printed – but avoid unwanted public exposure: don't cheat!

SEND ME YOUR SCORES

NAME .... AGE........

ADDRESS ....

....

.... POSTCODE ....

MY SCORES ARE:

GAME SCORE

1 ....

2 ....

3 ....

Send this form (or a copy) with your scores for up to three games to **PHIL KING'S SCORES, *CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB***. ONLY GENUINE SCORES WILL BE ACCEPTED; any improbably huge scores will be immediately binned and the sender will be forced to share a desk with Kati Hamza – a fate worse than drinking her coffee!

IF I WIN TOP PRIZE I WOULD LIKE THIS £40 WORTH OF SOFTWARE: ....

....

AND IF I WIN ANY PRIZE I WOULD LIKE THIS CRASH T-SHIRT, CHOSEN FROM THOSE ADVERTISED IN THE CRASH HYPERMARKET: ....

The decision of the guys that call themselves the CRASH judges is final in all respects. They've done it before and they'll do it again – so don't even think *about it!*


"A prime recipe for excellently addictive play."
CRASH
"THE CONVERSION OF THE GAME IS FANTASTIC"
YOUR SINCLAIR
PSYCHO PIGS UXB
TM
"THE GREATEST PIG RELATED GAME THIS DECADE..."
FIELD & FARMING MONTHLY
Screen shot from Spectrum version
START ROUND
Screen shot from Amstrad version
Screen shot from Amstrad Version
03"00"00
CBM 64/128
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AMSTRAD
£9.99 CASSETTE
£14.99 DISK
U.S. GOLD

CRASH COURSE

FLEXIBLE PETS



This month CRASH Course winds its educational way over the latest offerings from two of the smaller software houses. Now it's over to that media megastar of The Highlands, the one and only Rosetta McLeod . . .

Teacher's Pet Software originally started as a mail order supplier in May 1987. They drew their inspiration from ideas suggested to them from the schools in their area. TPS make a point of writing all their programs in BASIC – allowing their products to be examined and modified for specific uses. All the software is available on cassette or microdrive cartridge and each program costs £3.50, or £15.00 for a pack of five (a media conversion service is also available). Teacher's Pet are keen to hear from teachers or parents who have suggestions of subjects for new programs. You can contact Teacher's Pet Software at *175 Craigton Road, Aberdeen AB1 7UA.*

ABBREVIATIONS I

THIS IS is a simple little program aimed at the 9-12 age group, which tests children's knowledge of a variety of abbreviations. Solve all the abbreviations correctly and Colin Clever will reach the top of the class, before Dennis Dunce reaches the bottom.

In the first of two programs most of the abbreviations are simple: pto, mpg, AD and BC. But there are also a few testing ones like BEM, FO, RUC, and OHMS. When there is more than one answer to an abbreviation, for example PC could mean Police Constable or Privy Councillor, the computer will accept all the possible responses.

Abbreviations II uses slightly more difficult teasers like PAYE and WRNS, and this time the characters are Kati Clever and Denise Dunce! I felt that, although the presentation in *Abbreviations I* and *II* was quite attractive, the programs offered little enjoyment value. However, it does provide an alternative means of testing knowledge, and for some pupils it may act as a helpful resource for reinforcing abbreviations.

WORD LIKENESS

MANY, MANY words, although sounding the same in pronunciation, are spelt differently. In this program, the pupil has to identify the correct spelling of a word in a given context. A sentence appears on the screen: 'Umbrellas are used in rain/reign'. The pupil then has to type out the chosen alternative. If correct, a relevant picture appears on the screen and a tune is played – in this case an umbrella is shown and we hear a few bars of Raindrops Keep Falling On My Head! The graphics and sound make this an enjoyable program and the children who tried it out for me had fun predicting what picture and tune would follow their correct response. Pupils in the 9–12 age range should enjoy and benefit from *Word Likeness*.

LETTER WRITER I

AS THE NAME suggests, this program teaches users how an informal letter should be set out. In these days of word processors and other sophisticated office equipment, I tend to find that many of the rules of both formal and informal letter writing no longer apply. But this program, quite rightly, follows the standard conventions. First we are shown a sample layout, highlighting six important features of the letter. Each feature is then shown in isolation, and the pupil must select the correct multi-choice response for inserting in that part of the letter. At the end of the program, the whole letter is compiled on the screen. Aimed at the 11-12 age group, this program provides a useful aid for reinforcing letter writing skills. *Letter Writer II* covers all the requirements of a formal letter.

BIRDS OF BRITAIN

***BIRDS OF** Britain* teaches bird recognition for the 8-12 age group. From a number of clues, the user has to identify one of thirty birds. The user might be given the information 'I live beside farms. For 5 points, what am I?'. If a wrong answer is given, another piece of information is revealed: 'I nest in trees, holes and chimneys'. Five tries are allowed before the answer, in this case tawny owl, is displayed. *Birds Of Britain* is a program which will slot into the curriculum of every primary school. Its only deficiency is in the graphical department – no illustrations at all!

Bird Spotter is also available. It basically runs along the lines of a word search using bird names.





COUNTRIES AND CAPITALS

COUNTRIES AND *Capitals* is a basic flag/country recognition program. The user is presented with a flag, and asked to identify the represented country and its capital city. If the incorrect response is typed in (and spelling is important here), the correct answer is displayed. The program shows a total score at the end of the round. *Countries And Capitals* would have been better if clues had been given about the countries, so that the user could have several attempts at identifying it. I found this a restricting program in that it seems to test rote learning of flag, country and capital, without providing any other information (such as the location of the country). But in a classroom context, where the rest of the curriculum fills such gaps, it might provide a useful resource for the testing of a limited body of knowledge.

SCOTTISH TOWNS I

AS THE title suggests, *Scottish Towns I* tests the user's knowledge of Scottish towns ranging from the cities of Edinburgh, Glasgow and Aberdeen to smaller places such as Tobermoray and Oban. The computer gives various clues about a town, and the user has to identify it as soon as they can. They might be told 'It is in the Highland Region; it is a fishing town; it has an airport which runs services to the mainland; it is on the Outer Hebrides'. The answer is Stornoway (of course). Information is held on 21 towns (*Scottish Towns II* holds another 21). Again, I would have liked to have seen the program extended by the inclusion of a map showing the location of each place.

OUR CLASS

WHAT A useful little program this is! Designed to show the user how statistics can be gathered and represented, the program invites the pupils of a class to answer questions about themselves. A pupil is asked for his (or her) name, sex, date of birth, height, hair and eye colour, and whether they wear spectacles. After all the pupils have completed the questions, the computer displays textual information, eg 'One person in our class always wears glasses', and then depicts each piece of information in the form of bar charts (which can be printed out). The program represents a helpful and relevant teaching aid for use with the 7-10 age range.

PLANET MATHEMATICS

THIS MULTI-LEVEL maths test program is aimed at the 7-10-year-olds and allows addition and subtraction in the bands 0-10, 0-20 and 0-1000. Multiplication or division can also be selected in levels of 1-5 or 1-10. The user assumes the role of captain of the TP1 Starship, who is stranded, along with his crew of eight, on the planet Mathematicus. Unfortunately, the spaceship has been dismantled by the Mathems, and the object of the game is to answer the questions correctly in order to rebuild the craft and escape. For added interest, occasional surprise attacks take place, so you have to keep your wits about you all the time. I found the sound effects in the game exceedingly annoying, and would have welcomed the chance to switch them off. I cannot imagine teachers in a busy classroom taking kindly to the irritating noise.

WHO HELPS?

MANY ADULTS would be surprised at the difficulty children have in distinguishing between authoritative figures, such as policemen and coastguards. This simple program, for very young school children, presents the user with a series of problems and asks which person would be best suited to solve the problem. The list of people includes policemen, postmen, firemen and doctors. Problems like, 'I have seen a red rocket in the sky above the sea. Who can help me?' (a psychiatrist? – Ed) and 'My cat had four kittens today and I want them examined', are displayed. If the user gets the answer wrong the correct solution is displayed.

MURDER MOST FOUL

HERE WE have a *Killed Until Dead* for youngsters. The user takes the part of Inspector Nickem. A murder has taken place and the Inspector has arrived at the gate of the house.



His task is to move around the various locations and find all the important clues. The computer accepts single letter directional commands, eg N and S, but in response to the 'What are you to do?' prompt, a verb/noun command is expected, eg EXAMINE WINDOW, TAKE FINGERPRINT KIT. I am a great believer in the use of adventure programs as a way of stimulating discussion and problem-solving skills, and for upper primary children this adventure is an enjoyable and motivational resource. The graphics are attractive, and my one criticism would be that at times the response to a command can be rather slow. Due to a save game option, it is possible to keep the adventure as an ongoing class project.

Now we come to a couple of programs from Flexibase Software. *Magpie* and *Police Patrol Quiz* are from a suite of police/public programs which have been produced by police officers for use at shows, fêtes, schools, police stations and shops. A compilation disk can be obtained including both of these programs, together with *Strangers* and *Say No*, both of which reinforce the SAY NO TO STRANGERS message. Further information can be obtained from Flexibase Software at *20 The Parklands, Droitwich Spa, Worcestershire WR9 7DG.*

MAGPIE

THE FIRST of Flexibase's police programs aims to promote crime prevention to all age ranges. Each time the program is used, the computer selects five questions from a bank of over forty, each with a choice of three answers. The user might be asked:

What can attract a burglar?
1 Window Lock
2 Burglar Alarm
3 Newspapers In Letter Box

Or another question might be . . .

When leaving your car even for a few minutes, should you . . .
1 Lock The Doors
2 Shut The Windows
3 Both?

If the correct answer is chosen, a picture of a thieving magpie slow generates onscreen. At the end, a total score is given together with the message LOCK OUT CRIME. Although laudable in its aim, I felt that this program needs to provide much more of an incentive for the user to be correct than the creation of a picture (the content of which can be quickly guessed).

Magpie is priced at £5 on cassette or microdrive, or as one of four programs including *Police Patrol Quiz* on a compilation disk for £10.

POLICE PATROL QUIZ

FLEXIBASE'S SECOND program invites the user to assume the role of a patrolling constable who comes across a series of problems. The computer chooses five questions from a bank of over seventy on crime prevention, road safety and general policing. The constable might come across a house with newspapers in the letter box and bottles of milk on the doorstep. The decision has then to be taken whether he ought to push the papers through the letter box, place the milk in a fridge, or ask about the occupant. A range of different problems are covered, and if the user answers successfully a picture of the Neighbourhood Watch Group is displayed. At the end, a total score and assessment is given, together with the message

POLICE AND PUBLIC
WORKING TOGETHER
TO PREVENT CRIME.

The colour and graphics in this program are quite attractive, but the sound effects tend to be uncontrollably irritating. Like *Magpie, Police Patrol is priced at £5.00.*

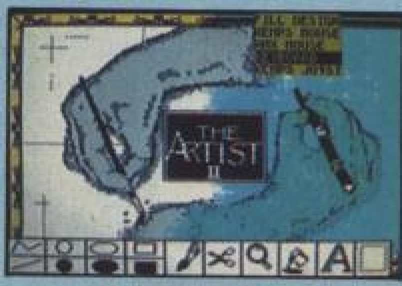
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GENIUS MOUSE 48/128/+2/3

- Now a top quality mouse system at a realistic price.
- Two button action.
- Full optical operation for superb accuracy.
- Comes complete with interface – just plug in and go!
- Compatible with Artist II (see offer)

ONLY £39.99 COMPLETE





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- Top quality graphics package for Spectrum.
- Described by Sinclair User as "the best artist program – bar none".
- Superb quality multi feature.
- Pull down menus.
- Windows icon driven.
- Font and sprite designer.
- Zoom mode.
- Supports many printers.
- Flexible cut & paste.
- This package has too many features to list – it is safe to say it has them all!

Special Offer – Buy Artist II & Genius Mouse system for only £49.99

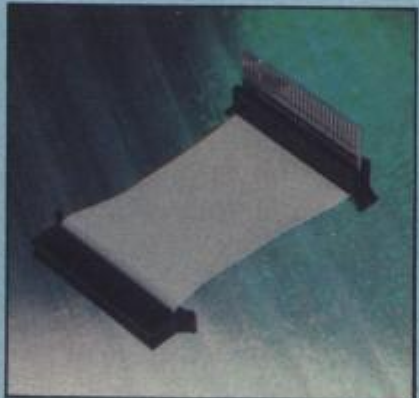
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ROBOTEK

- Robotics & model control made easy on Spectrum.
- 4 independently controllable outputs for relays, models, lights etc.
- 8 independent inputs for sensing etc.
- This is the product that the lego publication "Make and program you own robots" was based upon.
- Comes complete with cables.
- Easy to use.

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- Distance peripherals from your computer.
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- Top quality connections.

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- Top quality connections.

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+2 JOYSTICK ADAPTOR LEAD

- Allows standard 9 pin joysticks (Quickshot II/Turbo etc.) to be used on +2/+3 computers.
- Supports rapid fire models.

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- Now you can connect your +3 to a cassette recorder.
- 2 ft. long.

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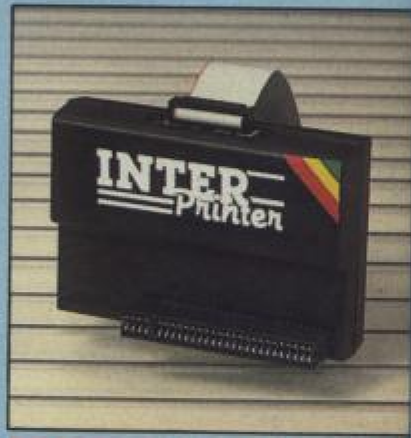
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LIGHTWRITER

- Just plug in and draw circles, rectangles, squares & freehand drawing.
- Choose inks, papers, erase, fill etc.
- Save results into memory or tape.
- Animate screens from memory.
- Menu driven.
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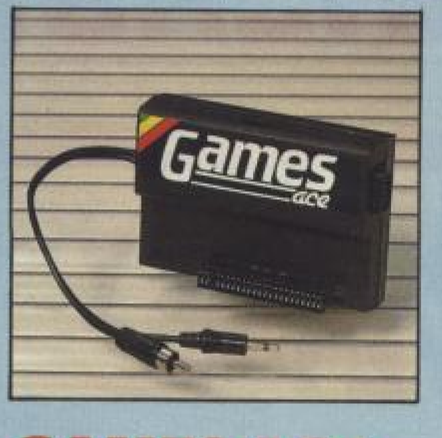
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- Complete with interface – plugs straight into Spectrum (all models).
- All the features of the best selling Quickshot II plus:
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- Extra rigged construction.
- Superb styling.

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GAMES ACE

- Joystick interface & sound booster.
- Accepts any 9 pin joystick for maximum compatibility (Kempston system).
- Plus – delivers sound from games through TV speaker (fully controllable).

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Complete with Quickshot II

£17.99

or complete with Quickshot Turbo

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- Loading problems? This could be due to tape heads needing maintenance.
- This unique kit contains an electronic head demagnetiser and head cleaner.
- When heads need demagnetising they lose high frequency response which is vital for data transfer. This easy to use unit will demagnetise your tape head in seconds.
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- Comes complete with battery to give upto 500 operations.
- LED indicator of operation.
- Useful for all tape decks around the home/car.

COMPLETE KIT £9.99



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- Now you can backup your games to microdrive or tape.
- Simply press the button to "freeze" the program.
- Save to microdrive or tape.
- Special compacting techniques.
- Add pokes or peek program then restart.
- All backups restart from the point they were saved.
- Built in joystick interface (Kempston system).

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DUAL PORT JOYSTICK INTERFACE

- 2 Joystick ports – one Kempston type – one Cursor type.
- Accepts any 9 pin joystick including rapid fire types.
- Can also be used with two joysticks with games that allow simultaneous two player control.

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- The world's top selling joystick.
- Complete with interface.
- Plugs straight into Spectrum/Plus/+2 etc.
- Maximum compatibility (Kempston system).
- Auto fire/rapid fire.
- Stabilizing suction cups.
- Top & trigger fire buttons.
- Complete – no more to buy.

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- Explore the fascinating science of Robotics with this fantastic full feature Robot Arm.
- Human like dexterity – with 5 axis of movement it is so versatile it can manipulate and pick up any object as small as a paper cup or as big as a tennis ball.
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- Uses 4 HP2 batteries (not supplied) to power motor movement.
- Self contained ready to use (except batts/ joysticks).

ONLY £49.99

INTERFACE OFFER

- Unique Interface/Software package to allow you to Interface and control the Robotarm with your Spectrum.
- Train mode allows you to store and then repeat arm movement sequences.
- Computer and Robotic control is a major subject in schools and colleges – this is a unique introduction.
- Very easy to use.
- This Interface is not needed to be able to use Robotarm but it makes possible interfacing the the Robotarm/Computer.

ONLY £19.99

WINNERS & PRIZES

THE MOST EPYX COMP YET

Issue 54

A couple of issues back Epyx were going winter sports mad! This issue you'll be able to see the review of Epyx's *Games: Winter Edition* and see why they were going so wild. **Mark Dobinson** from down in Essex SS16 5TZ correctly identified the shadowed winter sports figures in Issue 54. For his trouble he gets a couple of tickets for skiing lessons at his nearest dry-ski slope. The following five second-prize winners get a sledge each . . .

Miss E M Dron, Surrey SM1 2TJ; Mark Davis, Hants SO4 4GE; Sam Knowles, Essex BM12 6RN; Mr D Austin, Lincs PE9 2XY; James Flood, Birmingham B23 6XA.
The next two out of the bag get a pair of ice-skating boots, they are . . .

Mark Cooper, Avon BS23 3SG; Paul Cross, Cheshire SK14 3HR.
This little lot each get a pair of mega-warm ski gloves . . .

Graham Parsons, Dorset BH12 4DQ; Stephen Cann, Glos GL15 4SA; Chris Meredith, Worcs B61 7DF; Dave Chapple, Cornwall PL12 4HRl; Jamie Shannon, Kent TN24 OJH.

And finally, there are 25 further runners-up who each get a copy of the fabbo Epyx sporting compilation, *Gold, Silver, Bronze*. Here come the lucky 25 . . .

Colin Price, West Midlands B63 3JE; Matthew Batchelor, Cheshire SK9 2RD; Andrew Wilson, Essex RM2 6QD; Oliver Sylvester Bradley, Cambridge CB3 7NZ; Samantha Williams, Worcs WR8 OPH; Stephen Bell, Manchester M26 OR2; David Drury, West Midlands B65 9RD; Leigh Bestford, Tyne & Wear NE20 9QD; Mr A B Wright, Lancs OL9 8AP; Mr J K Marston, Dorset BH22 9RH; N L Rogers, Oxon OX9 1NU; Paul Barker, Cleveland TS11 6DR; S Quick, Oxon OX16 9LF; Hulmes, Cheshire WA15 7S2; Colin Wood, London N4 2QQ; Adam Badcock, West Yorkshire WF2 6AF; Mr J Standen, Essex RM10 8PX; Stephen Barber, Hants S041 8HL; Justin Bonnie, Bedford MK43 9EN; Jason Hill, Kent CT19 5PL; Tony Giscombe, Worcestershire WE9 7RQ; Mr P Render, West Yorkshire WF13 3RZ; Graham Gillam, Herts SG12 0QQ; Mark Hermiston, Edinburgh EH14 3EJ; Mr Grant Sellers, Hampshire SP10 3NE (phew!).

MICROPOETRY IN MOTION

Issue 54

We had loads of entries for this novel MicroProse competition. We tested your knowledge of MicroProse and their products and you duly sent in hundreds of entries. The lucky first person out of the bag wins a day out at the outdoor sport of Combat School for the whole of his class. **Errol Mckenzie**'s class in Leyton, London E10 aren't going to believe it when he tells them that they're off for a spray gun fight in the forest.

For 15 runners-up there's a fantastic and fun-packed MicroProse goodie bag. The fortunate 15 are . . .

V Koblizek, Bristol BS19 5JD; David Peacock, Northern Ireland BT56 8HU; Ben Miller, London SW4 6TE; Marl Thompson, Bristol BS20 8HF; Dave Bassom, Kent CT8 8JB; Karl Houghton, Merseyside L30 7PL; Lee Sharp, Cumbria CA15 7DN; P R Taylor, Leics LE15 7AU; Mr David Tang, London W1P 1FD; Sean O'Neill, County Wicklow, Ireland; Gareth Jones, Hants PO2 9EG; Nicholas Northall, Sheffield S31 9HF; Karl Bunyan, Lincoln LN3 5BD; Paul Gray, Worcs B98 8QG; Steven Reid, Sheffield S10 2FT.

All winners, please allow 28 days for the delivery of your prizes. All queries regarding competitions run in CRASH should be sent to **Erica 'everso helpful' Gwilliam, CRASH, *PO Box 10, Ludlow, Shropshire SY8 1DB*.** Please don't ring Erica as she has enough trouble reading through all your entries as it is.

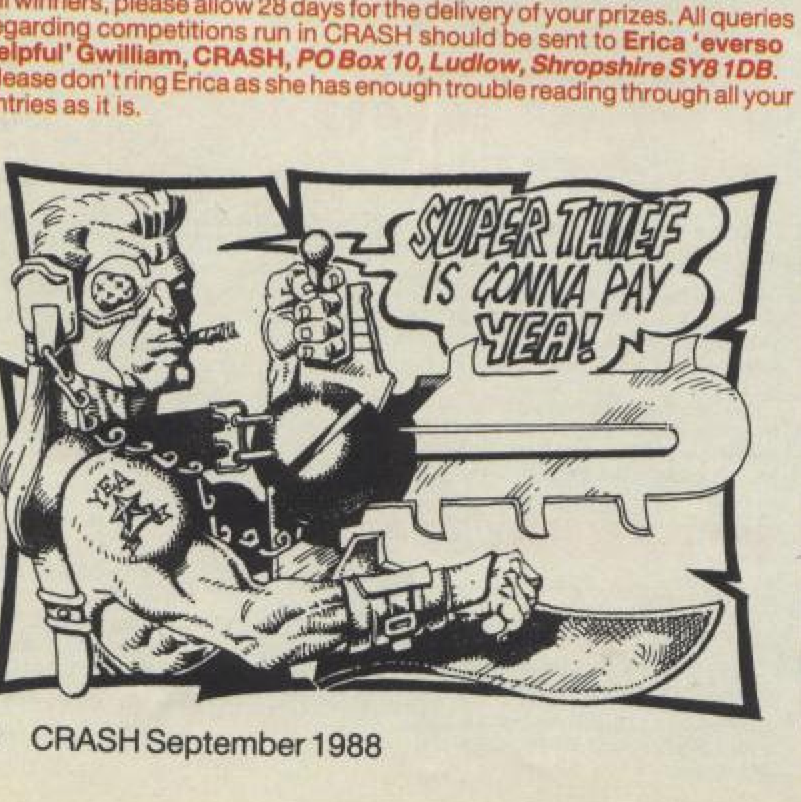


CHART VOTING FORMS

EACH MONTH WE PICK OUT FIVE WINNERS FOR EACH CHART. THE ONLY WAY TO WIN IS TO ENTER. THE IS YOUR CHANCE TO INFLUENCE THE CRASH CHARTS AND STAND A CHANCE OF WINNING £40 WORTH OF SOFTWARE. WE NEED YOUR VOTES.
VOTE NOW!

Cut out your voting forms and send them off to **CRASH VIDEO CHART, CRASH ADVENTURE CHART, CRASH HOTLINE CHART** and **CRASH STRATEGY CHART *PO Box 10, Ludlow, Shropshire SY8 1DB***

VIDEO CHART

1 ....
2 ....
3 ....
4 ....
5 ....

Name ....
Address ....
.... Postcode..........
T-shirt size [ ]

HOTLINE CHART

1 ....
2 ....
3 ....
4 ....
5 ....

Name ....
Address ....
.... Postcode..........
T-shirt size [ ]

ADVENTURE CHART

1 ....
2 ....
3 ....
4 ....
5 ....

Name ....
Address ....
.... Postcode..........
T-shirt size [ ]

STRATEGY CHART

1 ....
2 ....
3 ....
4 ....
5 ....

Name ....
Address ....
.... Postcode..........
T-shirt size [ ]

THOSE WERE THE DAYS

RELIVE THE GOOD OLD DAYS WITH US GOLD AND ULTIMATE

AH, THOSE were the days. When **Ultimate** games ruled supreme. Sabreman was busy searching through the jungles for the four pieces of that lost amulet, *Pssst* saw a poor, harassed gardener defending his flowers from marauding nasties, *Jetpac* set the player on a looting mission among the xenophobic aliens, and in *Atic Atac* you took the control of one of three characters in their quest to find the pieces of a golden key, re-assemble it and then escape from the kooky castle in which they were all trapped in.

Well now, thanks to **US Gold**, these games, along with *Lunar Jetman, Cookie, Tranz-Am, Gunfright, Knight Lore, Alien 8*, and *Nightshade* have been released on a fantabulous double-cassette compilation called (very originally) ***Ultimate – The Collected Works*** (makes it sound quite posh, really). So now you can play all of these oldies-but-goodies whilst reminiscing about the good old days. (When bread was a penny a loaf – LM.)

But all of that nostalgia must have gone to their heads, because US Gold are offering a terribly unusual (but absolutely fantastic) first prize. Have you ever heard of a **transparent B/W TV**? Well neither had I till the other day. But that is what's on offer to the lucky person whose name is the first out of the proverbial hat – along with a **US Gold sweatshirt**, and any **US Gold Spectrum game** they desire.

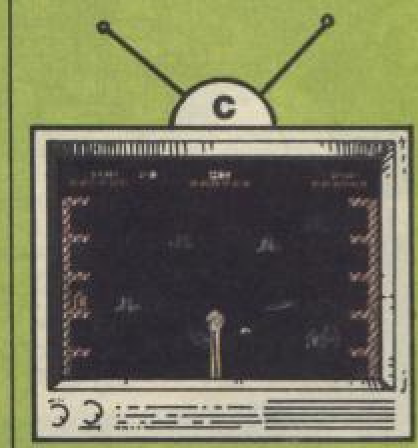
The TV is housed in a transparent box, so you can see exactly what's going on inside. There's even a strange pink tube that lights up if you so desire.

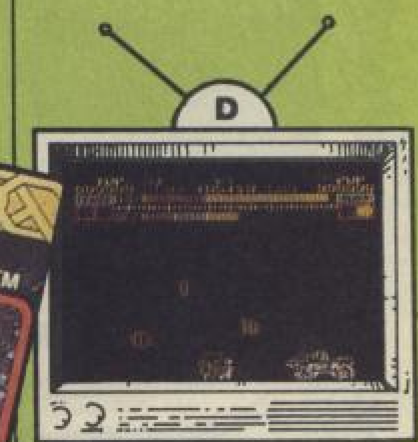
The next **five** entries out of the hat get a **super-trendy US Gold sweatshirt and a Golden game of their choice**. If you don't feature in any of these six places don't worry, you could be one of the next **15** out of the hat. Each of them gets a US Gold game of their choice.

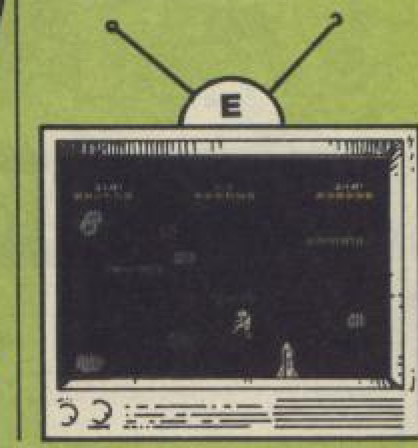
How do you go about winning one of these wonderful prizes? (Tell me, tell me – Ed.) Well take a look at the five TV screens at the foot of this page (well they could be at the top, it's all depending on what sort of mood the Art folks are in) lettered from A to E. Those of you old enough to remember Ultimate will recognize some of the pics. Each telly contains a screen from one of the Ultimate games on the compilation. Just identify what game is being shown on each telly, bung the answers down on the back of a postycard (along with your name and address) and send it off to **THE GOLDEN OLDIES PICTURE SHOW, CRASH, *PO Box 10, Ludlow, Shropshire SY8 1DB***. If it doesn't get here by September 26 you'll have no chance of winning because that's the closing date for entries. Don't forget, the decision of the terrible trio (known as the resident CRASH judges) is final and binding in every single case.

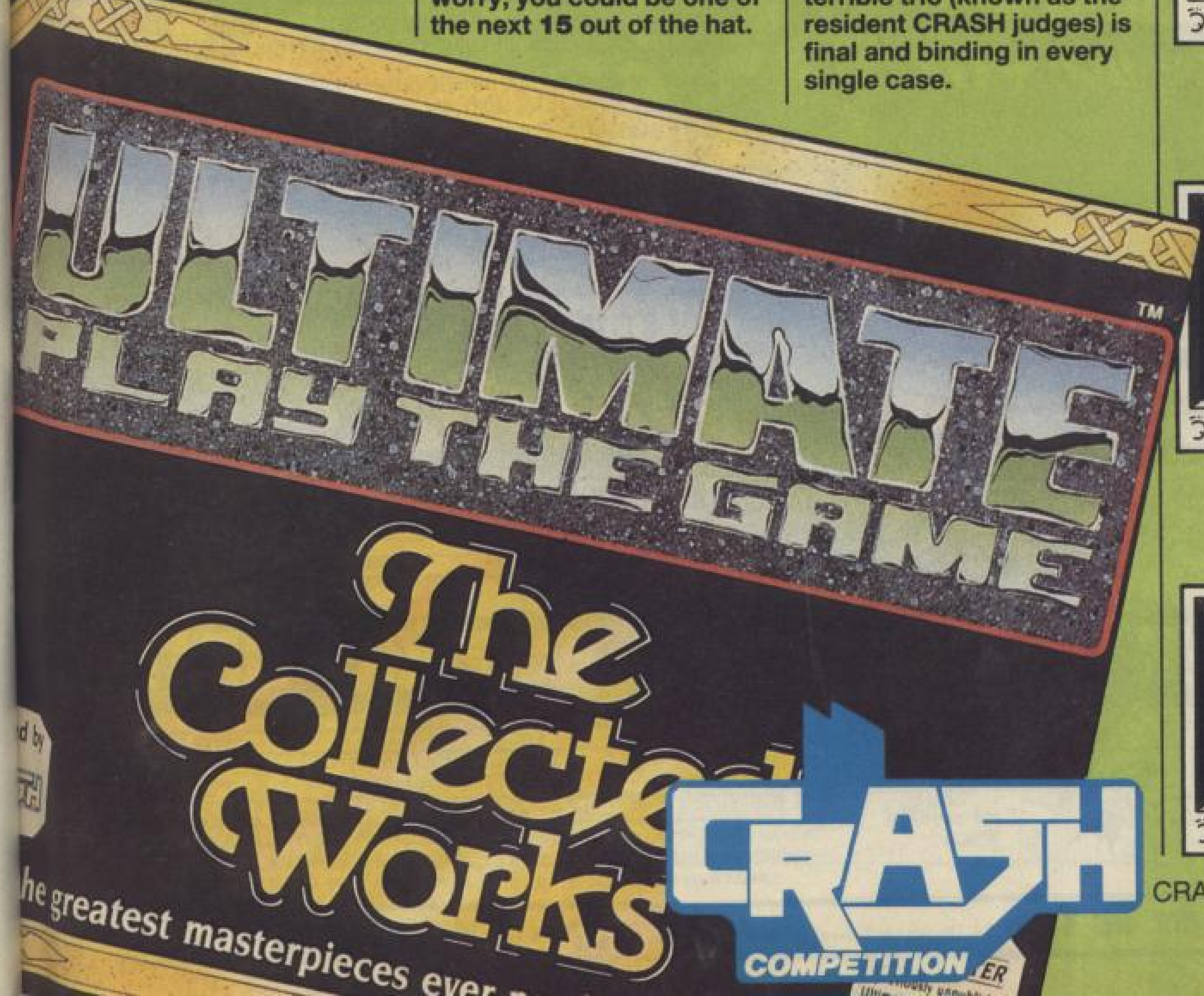














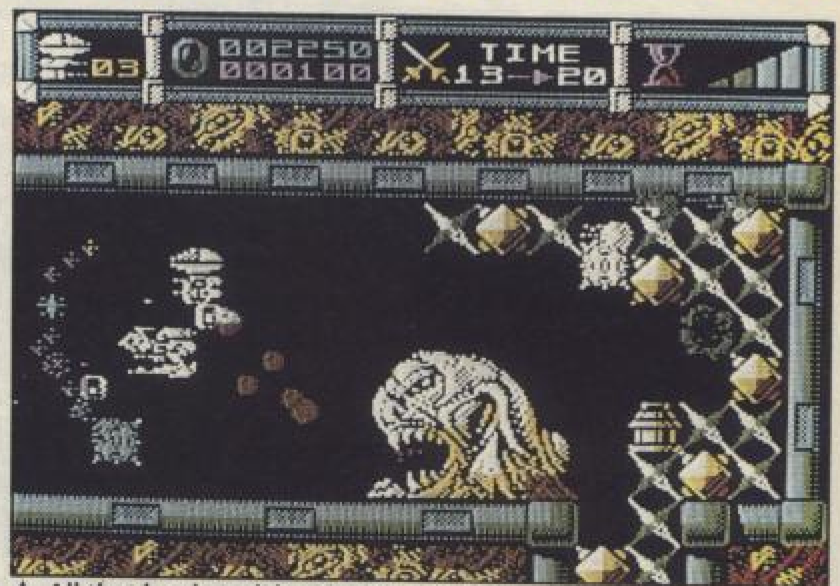
ULTIMATE
PLAY THE GAME
PRESENTS
JETMAN
JOHN RICHARDSON
GRAAAHH!
I WILL NOT SUFFER THIS HUMILIATION ANY LONGAAH...
AIEE
WHUPS
HUP
FLEE
FLEE
LOOKIT
LEAP
THE TURN HAS WORMED!
LORDY LORD, HENRY! WILL YOU LOOKIT THAT!
DUFF
SCREEEK
JABBER
I TOLD YOU TO PAY THE ROAD TAX
DUTCHWEEE
SHURRUP, AN' KEEP ZIG-ZAGGIN...
KREEEGAAAH
I GOIN' FIND THOSE PRANNIES WHO GOT ME INTO THIS...
AN' THEN I'M GOIN' SMACK LEGS!!
ACK
MEANWHILE...
YOU FORGOT 'BOUT THE SAMURAI ALIEN AN' NOT VERY FLASH GORDON AN THE PLURP MONSTER DIDDEN YEW....? ... OH, YES YOU DID!
SHURRUP AN' EAT WHAT YOU'RE GIVEN.... JUS' BE THANKFUL THAT OL' LOONY ISN'T HERE TO SCOFF IT ALL!
KREEGAAH
I HATE PLURP MONSTERS
GRUB
AN' BESIDES... OUR LI'L SPACE-SHIP PROJECT IS NEARLY FINISHED AN' WELL SOON BE OFF THIS GROTTY PLANET... ALL WE NEED IS A PERFECTLY CUT GEM TO FLUNGE THE GRIMFUDDLE UNIT AN' WE IS GONE, AMIGO!
HUM!
KREEGAH KREEGAH
HMMM... PROBLEM IS... WHERE ARE WE GOIN' TO FIND A PERFECTLY CUT GEM IN THIS ONE-ROCKET TOWN...
UM... CHOMP CHOFF...
KREEGAH
UM... SHLUP... THE LOONY HAD A... CHEW... GEM, HE LOST IT IN THE... CHOMP... THE... WRECKAGE OVER THERE...
CHOMP
KREEGAH KREEGAAH
YOU'RE RIGHT!! LET'S SEARCH FOR IT.... AN' QUIT SAYING "KREEGAH" ALLA TIME....
KREE...
ME..??
I THOUGHT THAT WAS YOU!
GAAH!!
BLURT
TEK THAT- AN' THAT- AN' THAT
AHYA-AHYA-
OWYA-OWYA-
AHYA
SHLAP SHLEP
SHMICKITTY SHMACK-
GAWSH! THERE'S THAT GEM WE'RE ALL LOOKING FOR
WHILE OUR HERO IS GETTIN' SORE HANDS GIVING SAM ALIEN PINK LEGS... THE FABULOUS EYE OF OKTUP BEGINS TO GLOW....
GAWSH! IT'S SHOWING THE FUTURE...
GAWSH! I THINK I'LL RUN AWAY
WOW! LOOKIT!! THE FUTURE HOLDS SUMMAT HORRID.... NEX' MUNF!!

PREVIEW

Coming soon to a Spectrum near you!

YOUR MOTHER WOULDN'T LIKE THEM

'Mmm those screenshots look a bit familiar', I here you say. Yes, you're right, that's because CRASH has managed to get hold of two of the hottest games to come from the Hewson HQ since *Cybernoid*. First off there's Raffaele Cecco's follow-up to the aforementioned Smash hit of early 88 – yes, *Cybernoid II* is finally here! Then there's an amazingly intriguing game from Finish programmer, Jukka Tapanimaki (known as Charlie T to his friends) called *Netherworld*. Your mother wouldn't like them, but you will!(?)



▲ **All that hard work has finally paid off. Raf Cecco's *Cybernoid* sequel is here!**

CYBERNOID

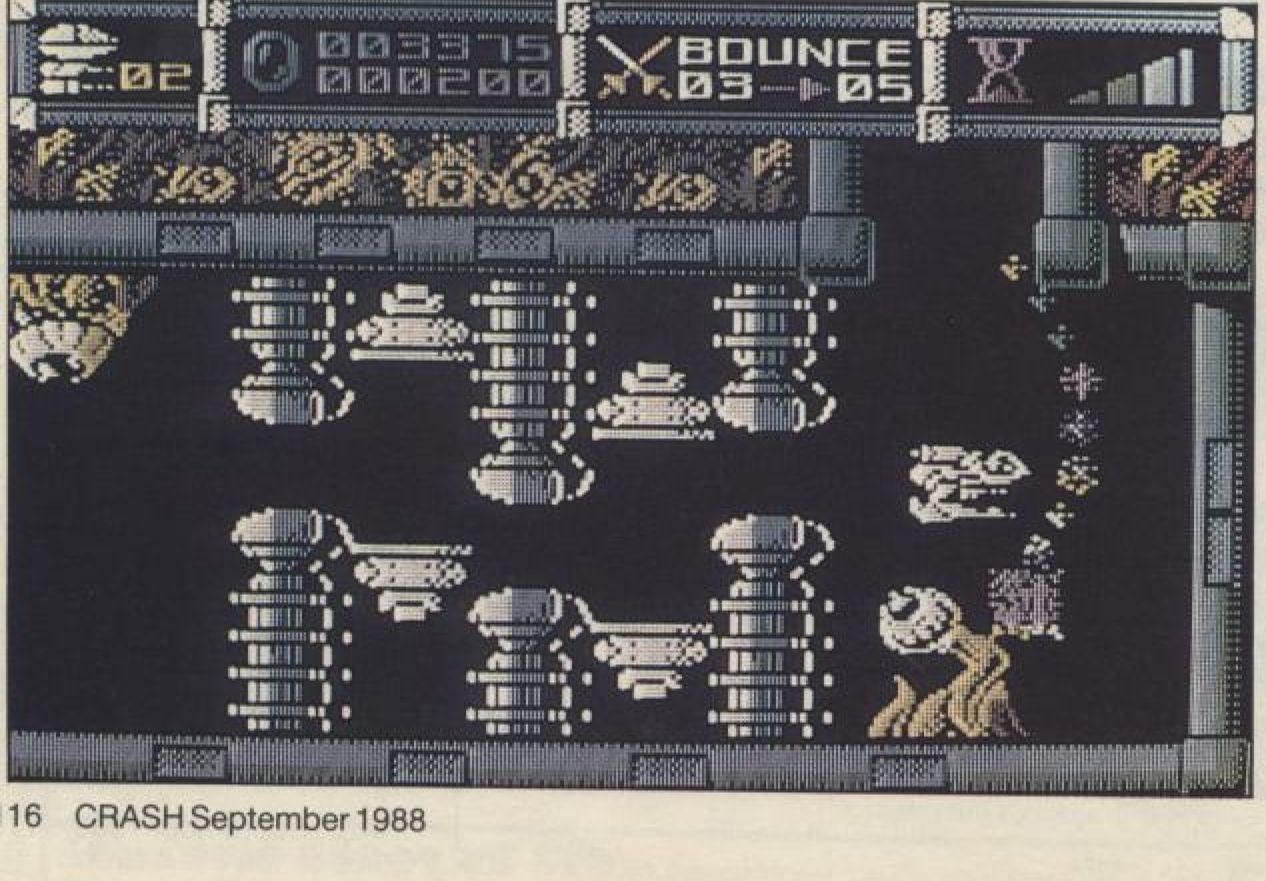
In addition to his other major project of the moment (that's *Stormlord* for the person in Bognor who hasn't been reading Cecco's Log), Raf has been slaving over his hot little terminal day and night to bring you this exclusive preview of *Cybernoid II*. Yup, yessir, no siree (what do you mean no?) the lean mean fighting machine which gained a sponditiously flabbergasting CRASH Smash rating of 96% the first time around, is back. (Clunk – Nick falls off his chair in amazement.)

Unless you're pretty dozey (like Phil after a ham and pineapple pizza) you'll have let your eagle Eddie Edwards eye pass casually over the screenshots by now. Look pretty damn cool, don't they?

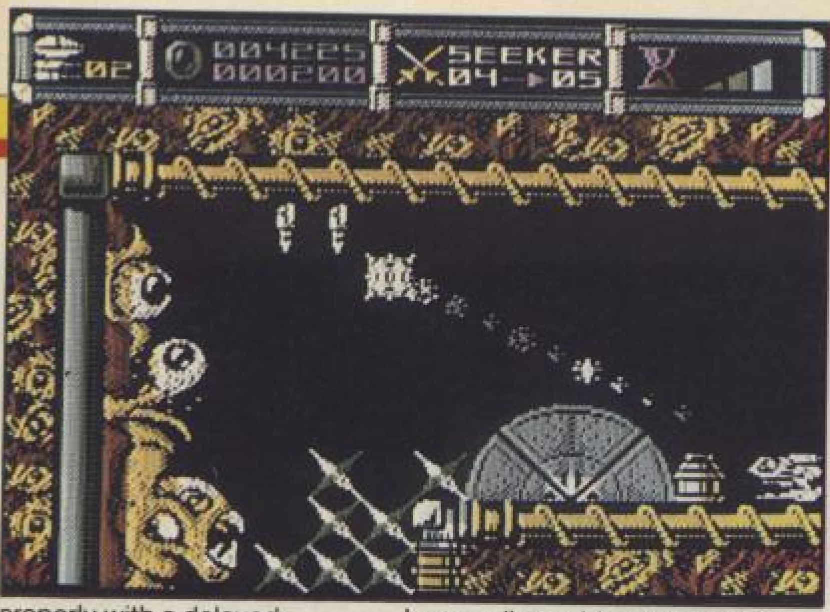
OK, so what's this sequel got that *Cybernoid*, the original (Nick's favourite game), hasn't?

Well, for a start it's got graphics by Hugh Binns (he did the graphics for the C64 version of *Cybernoid*, just in case you didn't know). All the best features of the original *Cybernoid* have been jazzed up to fit in even more exciting backdrops and animation. (Is this possible?) There'll be horizontal lifts, optional exits, pod emplacements that hide a host of small projectiles (sounds technical, so it must be good), gravity traps, baiting and homing aliens, huge steaming ramrods that punch up from the floor AND enemies with angled projectiles (ouch!).

▼ **The most eager awaited follow-up of the year?**



But don't show us your tonsils by gasping in amazement yet – we haven't finished! I bet you thought there were more weapons in *Cybernoid* than Nick could eat hot pizzas in one go. Even if this were true (which it isn't – he can eat an infinite number as long as they're deep pan), you'd still find more in *Cybernoid II*. Instead of one piddlingly ordinary cybermace you get TWO IN ONE GO (enough to punch any circular alien pattern into the ground). If you get trapped near concealed alien origins under certain emplacements (let's humour Raf – he likes these long words) you can wipe them out with a single ultra-destructive, totally undiscriminating edge following bomb. Feel like killing time? Do it



properly with a delayed explosion and a time bomb, or just blast everything in sight using a sight of robot-designed guided missiles.

If you're not impressed yet (and you jolly well should be), here is an extremely long list (longer than the menu at Nick's favourite pizza parlour) of all the things we haven't mentioned yet: visible shield, guided bullets, hit points for certain emplacements (what are these emplacements, anyway?), drones with diagonal bullets, super value objects that get destroyed when they hit the ground, hyperspace features, spare lives objects, defender-type alien zap effects and changing alien waves. Oh yes – and the main ship is now (wait for it, wait for it) 24 pixels wide. As Raf would say, it's one mean mother!

If you're not amazed by now you must be colder than a packet of frozen peas at the bottom of the freezer in your local Gateway. If you are (amazed, not a consumer product) you probably think you can't wait until the end of September when you'll be able to see the whole thing for yourself.

Well, you'll just have to.



Mark 'Giotto' Caswell has been raving about the *Netherworld* artwork ever since it first arrived at the Towers. Now that we've seen the preview copy he's so excited he's hardly been able to stop himself from playing James Brown out loud (aargh).

As you may have realised if you're a regular reader of the previews spot (and you are, aren't you?), Hewson are about to release *Netherworld*, a sinister variation on the shoot-'em-up, ominously subtitled Planet of Purgatory.

The scenario conjures up a planet that sounds much more like hell. Worse still, it's a world that has you trapped in the middle of an eternal conflict between good and evil, forces constantly struggling for domination. Neither side is going to win (isn't that just like life) so there's no point in hanging around. What you have to do is try to get out – and that's a lot harder than it sounds.

The keys to your escape are a series of diamonds scattered around different areas of these ominous nether regions. It will come as no surprise to a games-playing veteran like you that some of them are a lot easier to get than others. One or two are just lying there waiting for an escaping being from another world (that's you) to pick them up. Most, however, are placed in far more inaccessible places and guarded by huge monsters, aliens' acid bubbles and demonic, fire-breathing dragons. None of these look like the sort of wraiths you'd take home to meet your mother, especially as most of them are surrounded by acid-belching goat's heads, and hover, scanner and bounder mines.

Occasionally you come across a set of diamonds enclosed by a seemingly impenetrable brick wall. Short of running home to get your turbo-powered Black and Decker (which you can't do, remember), you have no choice but to look for the secret doors. Most aliens can be despatched by a calculated press of the fire button, but you can try to give them a taste of their own medicine (pretty disgusting sticky orange stuff) by moving rocks to block off their generators.

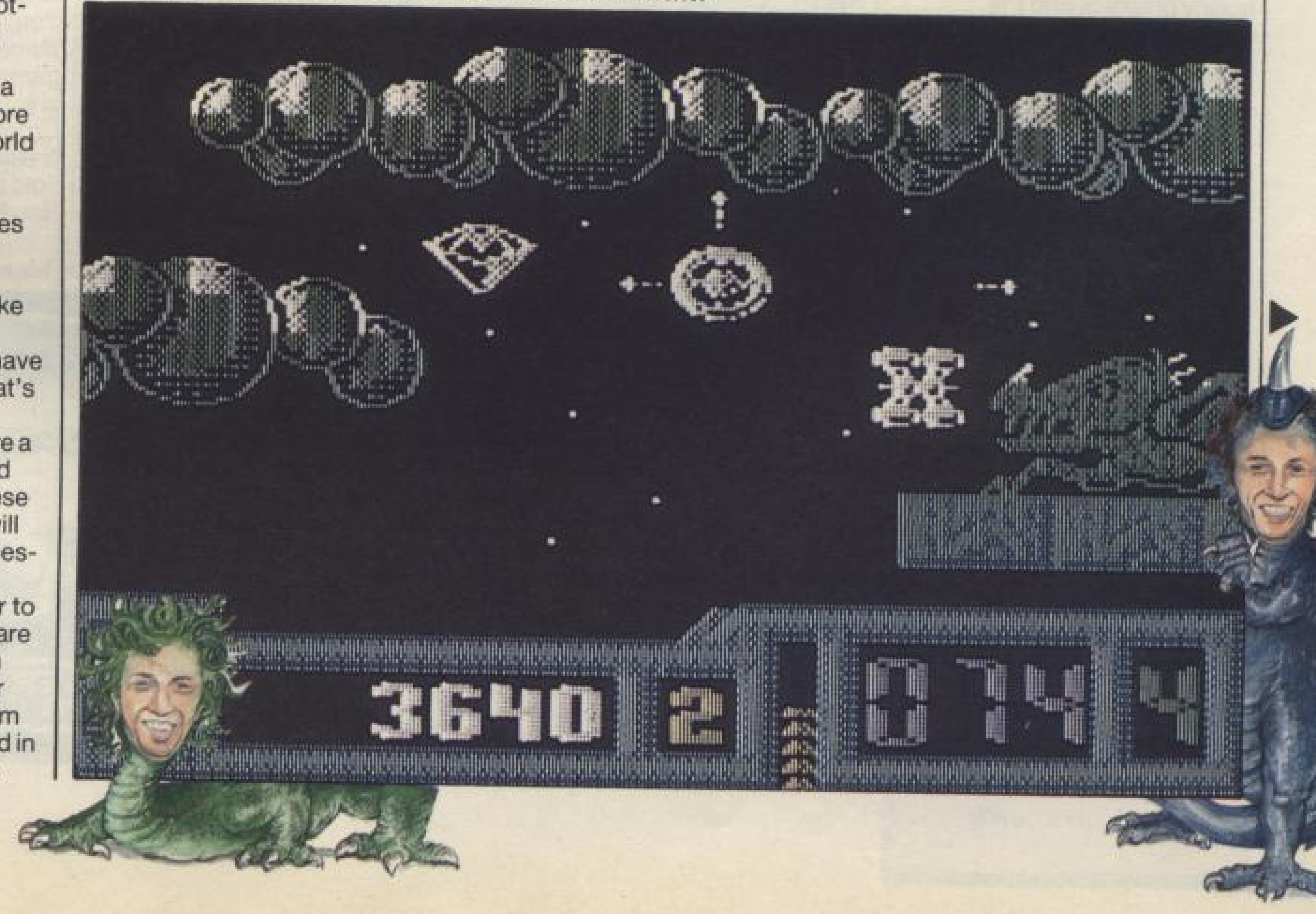
Phew! There have to be more goodies than that. There are diamond squeezers which turn every rock you care to throw at them into . . . well . . . diamonds of course, and there's metamorphosis walls which transform mines; extra time; score and speed icons; skull-head killers which turn any demon into a palpitating pulp (serves them right); brick smashers; temporary invulnerability and extra lives. Enough?

So when does this mega-being of a game hit the streets. Our mole at Hewson (aka Phil – his corduroy trousers are the right brownish colour) says 'soon'. (Cheers Phil, that's very helpful.) Meanwhile, you can all join Giotto in his admiration of the artwork.

▼ **He's called Charlie T and the game's called *Netherworld***



▼ *Netherworld*: **whatever will the Finns think of next?**

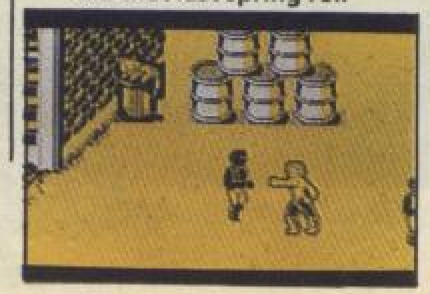


BANANAS! WATCH OUT!

SOME SUMMER! What happened to sun-drenched beaches, tutti-frutti ice cream and sinuous bottles of Ambre Solaire? Nothing. At least not if you spent your holiday in Ludlow. The most rad street accessory last month was the umbrella. (Well I had a lovely time in Bournemouth – LM.) Phil hasn't been able to play football (all that sludge was too much, even for him) and 'Renoir' Caswell's watercolours have all been washed away. Thwarted by the elements, Nick Roberts has been reduced to coming into CRASH Towers to prance about in his Bermuda shorts (ha, ha), shades (almost cool) and Hawaiian pineapple print shirt (aaargh) – a fearful, awesome and horrible sight. Anything that manages to fix your attention on something other than this wobbling human banana must be worth it. So relax, leave your sodden trainers by the door, and take a look at what's coming your way (other than bananas) over the next few months.

Ever played ***Double Dragon*** in the arcades? Marvelled at the quality graphics and the unbeatable beat-'em-up action? Well, you can keep on marvelling right into the new year, because by autumn another one of those supposedly impossible conversions should be gracing the circuits of your humble Speccy. Programmed by David Leitch of Binary Design (*Amaurote*, *Zub*) for **Melbourne House**, *Double Dragon* has you trying to rescue your kidnapped girlfriend from the greasy clutches of a group of even greasier hooligans. To spice up the action that extra bit, your best friend comes along to help turn the beefy bullies into Bovril. And you know how good for you that is . . .

▼ **Maybe you shouldn't have had that last spring roll**





▲ **A double helping of danger from Melbourne House**

NOT AAARGHAIN

Aaargh! There's a monster coming up the street. It's breathing fire, squashing babies and stomping on every spotty teenager, middle-aged man, granny and kid that gets in its way. Claims for compensation (squashed flowerbeds, collapsed pavements, injuries incurred while falling from a seven-storey building) should be sent direct to Melbourne House. They're the ones responsible for setting this gigantic lizard and his arch-enemy, the less-than-friendly ogre, free from their arcade machines. At the bottom of all this monstrous mayhem is nothing more elaborate than greed. Both are sulking because they can't get their hands on a golden egg (what a shame). The Amiga version of ***Aaargh*** looks great (well, it would do, wouldn't it? – Ed) and plays almost as well – let's hope that the Spectrum finds their hard-boiled prehistoric antics just as eggciting. (Aaargh – Ed.)

It seems that, egged on by the thought of the monsters' barbecue breath, the men and women at Melbourne House have gone into overdrive. ***War In Middle Earth***, a complex game based on a battle connected with Tolkien's *Lord Of The Rings*, and ***Xenon*** are also scheduled for release later this year. *Xenon*, converted from an Arcadia coin-op and published for the Amiga and Atari ST earlier this year (AND played every week in the *Get Mucky* part of ITV's *Get Fresh*), has you taking the part of intrepid pilot Darrian as he attempts to rescue his friend and comrade Xod from alien Xenite ships. With options to transfer from tank to aircraft, power pills and extra weapons to collect, it looks like *Xenon* could turn out to be one of the most action-packed vertically scrolling shoot-'em-ups around. Unless you're Xenonphobic, of course . . . (Groan.)

USAGI UWHATY?

OK, imagine a strapping ninja warrior, his knife and sabre glistening against the black of his cloak. Got that? Now imagine a cute little bunny rabbit with floppy ears and a pinky, perky nose (aaaaah). Now for the difficult bit . . . Mix them together and see what you get . . . **Firebird**'s ***Samurai Warrior***, Usagi Yojimbo, of course. (Of course? – Ed.) Not that this little ninja bunny has been plucked out of the nearest top-hat or been found nibbling at Farmer Plod's carrots. Not on your cabbage patch: he's really on a very serious mission to rescue his friend Norryyuki from several much nastier, non-vegetarian ninjas. Equipped with Samurai sword and a small supply of money, he fights, bows (good Samurai are always polite) and jumps his way through an oriental world filled with peasants, buddhas and disguised ninjas. Sounds enlightening – or so Confucius says (I didn't know he worked for Firebird).

Mirrorsoft's new label, **Imageworks**, kicks off with a trio of compelling releases this autumn. ***Foxx Fights Back*** deals with the outcome of what you might call a minor disagreement involving a rolling pin, between Mr and Mrs Foxx. Hen-pecked, hassled and hunted, our wily hero picks up a handy machine gun, throws caution to the wind and decides to fight back. Whatever the outcome, he'd better bring back enough food for his beloved vixen – otherwise the rolling pin fights back!

BATTLE FOR THE BOFFINS

You'll be bamboozled by ***Bomboozal***. An abstract puzzle game designed by David Bishop and programmed by Tony Crowther, it features levels created by the likes of Jeff Minter (lots of llama games), Andrew Braybrook (lots of shooting

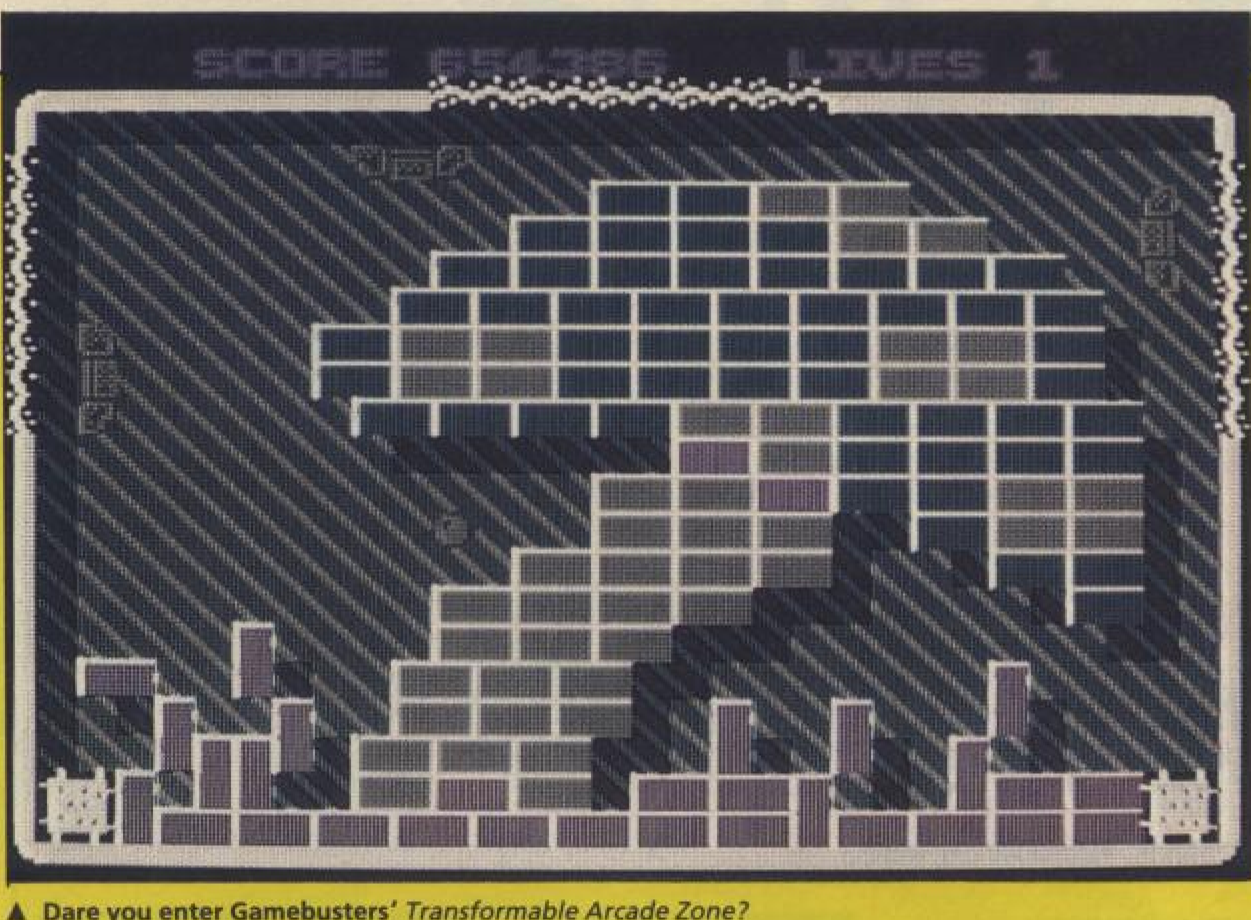
▼ **Old cloth ears prepares to rescue his cotton-tailed friend**



GO MAD ON THE CHEAP

From September 29, courtesy of M.A.D., you'll be able to don your leathers, leap on your bike and roar round a specially designed obstacle track in ***Motorbike Madness***. Fall off and you damage your finely tuned machine. Unless you've won enough prize-money to repair it, you may never get it back on the road.

If you've got any breath left after all that, you may dare yourself to enter **Gamebusters'** ***Transformable Arcade Zone*** (just ***TRAZ*** for average dimbos). Ordinary *Breakout*-style games have you controlling just one bat – *TRAZ* can have you directing up to four. As if that isn't confusing enough, you also have a whole host of different customised features to choose from: laser bats, mystery pills, question marks and the awesome plasma blobs. (Awesome..? Really..? – Ed)



▲ **Dare you enter Gamebusters'** ***Transformable Arcade Zone?***

games), Jon Ritman (a couple of footy games and a few arcade adventures) and Ubik (can't quite think of what he's done, but I'm sure they were very good). It should be released at about the same time as ***Fernandez Must Die***. Fernandez is the sort of bloke who'd sell his own grandmother for a Havanna cigar. It's no use wasting pity on him; the best thing to do is just tear through the undergrowth (by jeep and on foot), in a frantic attempt to get to the headquarters of the tyrannous oppressor himself. And when you find him, kill him.

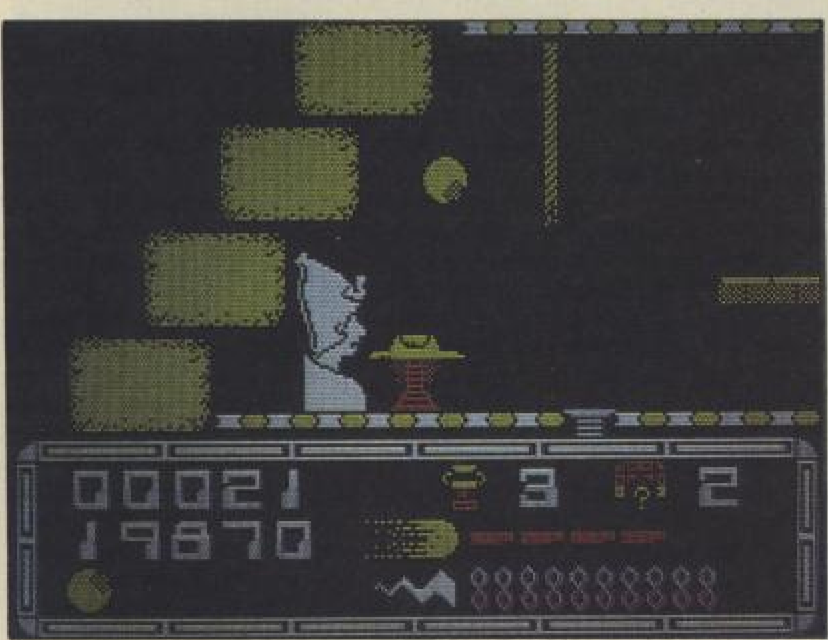
Remember those jerky puppet movements and the wooden lips that didn't quite move in sync. 'Yis, m'lady', the likes of Scott, Virgil, Gordon, Parker and Brains are about to appear on your home computer (again – Ed). **Grandslam** have won the rights to produce Gerry Anderson's ***Thunderbirds***, and the finished game should be on the shelves by the end of the year. Can't wait.

A QUESTION OF TASTE?

From wooden lips to wooden boards. ***Espionage***, the board game, is also due to be released in computerised form at some point in the coming autumn, but no-one's giving any definite details yet. On the far less distant horizon, Grandslam are getting ready to release ***Peter Beardsley's International Football*** (let's hope he does better than in the European Championships), ***Chubby Gristle*** (fat men beware) and ***Power Pyramids***. The latter has been 'on the point of being released' (the PR person's favourite phrase) for about three months (not unlike most Grandslam games actually) and has as much to do with pinball as pyramids. You are trying to steer an almost uncontrollable ball over a series of platforms, obstacles and exit pads. Pistons shoot up from the floor, swords fly at you from the middle of nowhere and, unless you're careful, you may get well and truly deflated by a stray electrical charge. Weird? Wait and see.

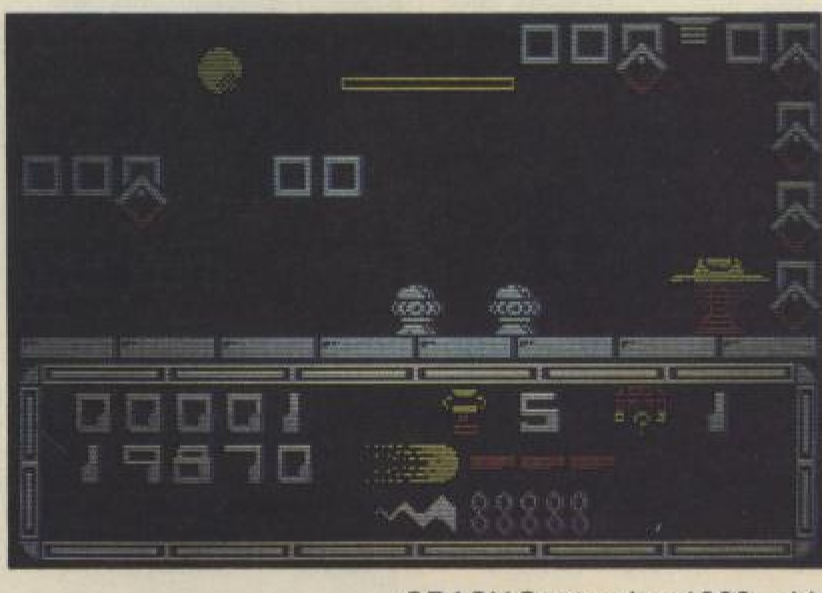
Ready for a history lesson? Emlyn (I know it, I know it) Hughes has agreed to take off his latest designer jumper to star in **Audiogenic**'s revamped version of Commodore's *International Soccer* (first released five years ago), which was the first arcade-style football simulation to be produced for the home computer (quite remarkable). ***Emlyn Hughes International Soccer***, which concentrates mainly on control and strategy, should be dribbling on to the shelves by the middle of October. Eat your heart out Bill Beaumont!

That's it then for this month. Wait a minute – what's that peculiar shape hurtling towards us through the sky? It looks like a bird . . . no, it's a plane wearing red underpants . . . oh my goodness, IT'S ***SUPERMAN***. Waaagh!. Looks like Clark Kent, everybody's favourite alter ego, is heading this way. **Tynesoft** should be revealing exactly what he's up to at the PC Show in September. Watch the skies.



▲ **This ancient Egyptian may be about to taste his first gobstopper**

▼ *Power Pyramids*



GOGGLE!



SELL-THROUGH? WHAT'S THAT?

DOMINIC HANDY on video

OVER THE past few months there's been a bit of an argument going on at the Towers. There are some (basically, Tim Smith, the editor of *MOVIE – The Video Magazine* (a very promising little organ, to be launched on September 22) and Barnaby 'ever erstwhile' Page) that argue that 'sell-through' is just industry jargon for budget videos. No, I say. Everybody knows what sell-through means, don't you? Sell-through videos are films and series specifically designed and released for sale to the general public (like the ones in Woolworth's and WH Smith). So now I can say that sell-through is not just an industry buzz word because all the CRASH readers know what it means (and let's face it, you're the only ones that count – Ed) (I wonder if you can do Ed comments on yourself?). Right, I'm glad I've got that out of the way. It's been worrying me for months . . .

Warner are without a doubt leading the way as far as the sell-through market goes. They are not just treating it as an extra money-making arm of publishing, but as a whole new, expanding and very exciting market. August looks like a busy time for the folks at Warner. For just £9.99 each you can purchase any one of the fabulous ***Bogart Collection***. Yes that man with the characteristic lisp (which he got from an injury whilst serving in the US Navy in World War I – interesting, eh?) and the tight-set mouth is back on the screens in glorious black and white. All his great films of The Thirties and Forties are here. There are his John Huston-directed films: ***The Maltese Falcon*** and ***The***



Treasure Of Sierra Madre, and a couple of Howard Hawks thrillers: ***The Big Sleep*** and ***To Have To Have Not*** (starring in both with **Lauren Bacall**). Then, of course, there's the film called by many the best Hollywood film of all time, ***Casablanca***, in which Bogart plays a nightclub owner in war-torn Casablanca – incredibly, the whole triple Oscar-winning film was shot in the studio.

The second *Collection* to come from Warner in time for the summer holidays is vintage comedy from the ***Carry On*** team (£9.99 each). Twelve fun-packed cassettes contain all your favourite rip-roaring classics. (Personally, I can't stand them, but there you



go . . .) The *Collection* takes you from their very first film, ***Carry On Sergeant*** (1958), through to the full-colour days of ***Carry On Cleo*** (1968) – a decade of good old British humour. With such loyal followings both of these *Collections* from Warner should sell out quick. Be sure to get your collector's cassettes.

OK, still with the Warner *Collection* series, I'm afraid: **Stephen King** fans will be pleased to hear (or should that be horrified, perhaps?) that the master of horror is also being recognised by those thoughtful people at Warner. ***The Stephen King Collection*** (another very original title from the Warner offices) contains five of King's most well-known stories-cum-films, not necessarily ones he directed himself (more about that later . . .). They're all pretty frightening, so it's hard to know which to mention first. Well, ***Salem's Lot*** is probably the best known – a TV movie about modern day vampires, starring **David 'Hutch' Soul**. Then there's ***Children Of The Corn*** about a couple stranded in a whacko town run by corn-worshipping children (sounds a bit like Clee Hill, eh Phil?). And we can't forget ***Firestarter***, a scarey story about a child (**Drew Barrymore** – *ET*) who can start fire by just thinking about them. The later features loads of special effects and stunts. For King fans everywhere.

One film that won't be in that Warner *Collection* is King's ***Overdrive***; that's because CBS/Fox are releasing it. After many years watching other people tackling and transferring his stories to the silver screen, King decides to have a stab (no pun intended) at directing himself. As all King fans know the horror writer revels in



writing about everyday things possessed by demonic forces (a car in *Christine*, a dog in *Cujo* etc). *Maximum Overdrive* is the story of the customers and employees of an interstate truck stop terrorised by the trucks themselves. Yet again, full of stomach-churning special effects and stunts. However, *Maximum Overdrive* is more of a junk movie than a *real* horror film.

Back to sell-through releases and back to Warner. On August 26 Warner release ***Mona Lisa*** at £9.99. **Bob Hoskins** (who won an Oscar nomination, and just happens to live next door to my brother – well, everyone has a claim to fame) plays an ex-con turned prostitute's chauffeur who gets involved in the shady life of London's underground. **Cathy Tyson** plays the 'lady of the night' with whom he eventually falls in love. The strange combination of the innocent-looking Hoskins and the streetwise Tyson prove too much for the evil porn king, (and my name is) **Michael Caine**. They all live happily ever after, and so can you for just a tenner. (Cor, sounds a bit like an ad for Warner there.)

Entertainment In Video are also getting in on the rerelease act for August. They've three very different, but very appealing, releases at £9.99. Top of the EV tree is the crazy high school farce ***Teen Wolf***. **Michael J Fox** (who's also just been rereleased in *Back To The Future* at £9.99) stars as a hip 'n' trendy all-American boy who suddenly finds he's not like everyone else. In fact, every full moon he turns into a werewolf! Sounds rubbish doesn't it? But believe it's well worth seeing for a evening's entertainment. EV are also rereleasing the comedy-horror ***House***. If you've seen *House II* and reckon that's a load of old codswallop don't dismiss *House*. It's completely different, and much better. If you can keep up with the hectic and multi-twisted storyline you should be in for an enjoyable time. Lastly from EV in August comes ***GoBots – Battle Of The Rock Lords***. I didn't say it was good or anything like that, just that it's coming out. (Don't listen to him, it's brill, take my word for it – Nick.)

Trekkies everywhere are no doubt engrossed in the gripping *Next Generation* series at the moment (Episode Four out now!). But take a rest from the rejuvenated rantings of Captain Picard and his crew and journey to the nearest Boots, Woolies etc and look out for the second ***Star Trek*** film, ***The Wrath Of Khan***, which has just been rereleased for a meagre £9.99. CIC Video are also releasing the final episodes (18 and 19) of the original *Star Trek* series. That should keep all those Trekkies quiet until the new TV series starts in a couple of years time.

And finally this month on the ever-increasing sell-through shelves you'll be able to get ***First Blood*** and ***Rambo*** for £9.99 and £14.99 respectively. I don't know why the second **Stallone** film should be more expensive – the first is infinitely better. (I suppose you have to pay more for all that extra killing!) With the third *Rambo* film doing the rounds at the moment, it's probably just as well to get in the other two before you see it. (Not that it'll have any storyline to follow.)

On the hire 'n' watch front the outlook isn't so good. Not that quantity counts, it's more quality this month.

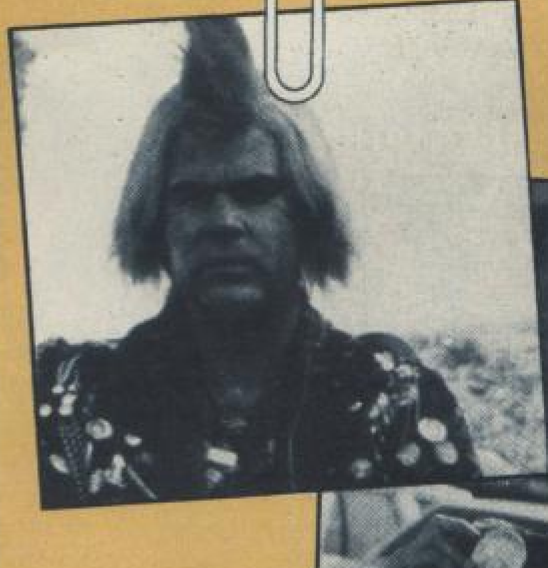
The omnipresent **Eddie Murphy** (currently starring on the big screen in *Coming To America* – which, incidentally, is very, very good and written by Murphy himself) returns to the video world on September 23 in ***Raw***. If you were offended by *Beverly Hills Cop* you'd better not watch *Raw*. *Raw* shows Murphy at his unexpurgated best. It was filmed in 1987 during two special concerts at New York's Felt Forum. No-one escapes the cutting edge of Murphy's stand-up comedy – it's definitely raw stuff!

Murphy first hit the limelight in John Landis's (who directs him again in *Coming To America*) *Trading Places* starring opposite **Dan Aykroyd**. Aykroyd is also on the home video trail this month. He stars with **Tom Hanks** (*Splash*) in the remake of The Fifties TV series, ***Dragnet***. I don't know about everyone else but I almost fell asleep during the middle of it at the cinema. Evenso it's worth watching just for the closing punchline. September 9 for that one!

Just a week after *Dragnet*, RCA/Columbia are releasing John Boorman's ***Hope And Glory***. It tells the story of Boorman's own family during the time of the Blitz through his own eyes as a small child. The film not only shows the horror of war but also the exhilaration that a young child got in this testing and terrifying time. Boorman retells all his memorable childhood stories vividly, making them humorous as well as shocking. Worth hiring.

Watch out for **Burt Reynolds** on September 5 – Warner are releasing his latest film ***Heat***. Reynolds plays an underworld toughy who basically goes around showing a millionaire how to beat up everyone in sight – and that's it, really. Sounds fun, doesn't it? Warner also have **Mickey Rourke** and **Faye Dunaway** ready for release in ***Barfly***. A barfly is someone who spends their days and nights travelling the Los Angeles streets from bar to bar, getting involved in brawls and more than often ending up behind another type of bars. Suddenly, a literary editor recognises Rourke's untapped writing skills and his freewheeling life is under threat. *Barfly* is an autobiographical story of one of America's great living writers and poets, Charles Bukowski. (Heard of him? No? Oh well, neither have I.)

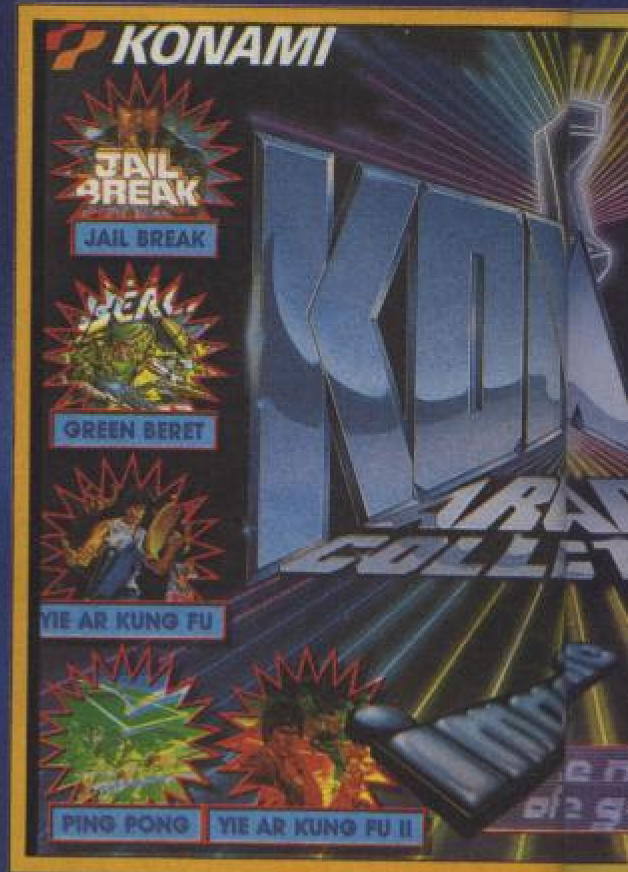
And finally this month comes ***The Witches Of Eastwick*** from Warner – released on September 19. **Jack Nicholson** plays 'one horny little devil' who comes to earth to continue the family tradition Fergie and Andy style (congrats on the baby, she's a real beaut), if you know what I mean. He entices three beautiful and carefree women (**Cher**, **Michelle Pfeiffer** and **Susan Sarandon**) into his house with the sole intention of making one them the carrier of his child. But soon they begin to realise his wicked ways and turn against him, eventually trying to kill him. Sounds a bit intense, you may think. But believe me, it's extremely funny and quite horrific in places (that cherry stone sequence makes you want to throw up). Till next month . . .

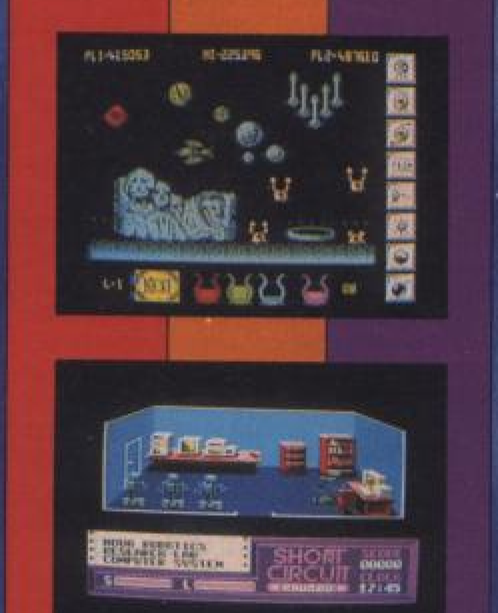




ENLIST FOR HI







EVERY GAME A SMASH HIT!

WIZBALL A superlative piece of software. Slick in virtually every aspect, wholly original and immensely playable. (Zzap) **ZZAP SIZZLER AMS ACTION – MASTERGAME SINCLAIR USER – CLASSIC CRASH SMASH.**

SHORT CIRCUIT The two games are excellent and have delightful graphics. The variety is the real clincher, with something for everyone. (Amstrad Action).

ARKANOID This is a magnificent conversion, faithfully capturing the feel, atmosphere, look and sound of the Taito original. (Zzap) **PCW HALL OF FAME/YOUR SINCLAIR – MEGA GAME SINCLAIR USER – CLASSIC.**

HEAD OVER HEELS Is one of the most addictive, playable, cuddly, cute and fun games ever. Miss it at your peril. (Crash) **CRASH SMASH AMS ACTION – MASTERGAME ZZAP SIZZLER.**

THE GREAT ESCAPE "THE BEST ARCADE ADVENTURE" 1986 NEWSFIELD READERS AWARD Unquestionably the best arcade adventure so far this year – don't miss it. (Zzap) **YOUR SINCLAIR – MEGA GAME**

COBRA Go out and buy it now, no self-respecting games player should be without a copy. The graphics are superb and the scrolling is very effective. (Crash) **CRASH SMASH**

FRANKIE GOES TO HOLLYWOOD This is a highly innovative arcade/adventure that you must not be without (Crash) **CRASH SMASH**

FREE YIE AR KUNG FU NEWSFIELD "BEST GAME" AWARD. Easily the best of the martial arts programs because of the variety of characters and excellent arcade style playability. (Crash) **CRASH SMASH**



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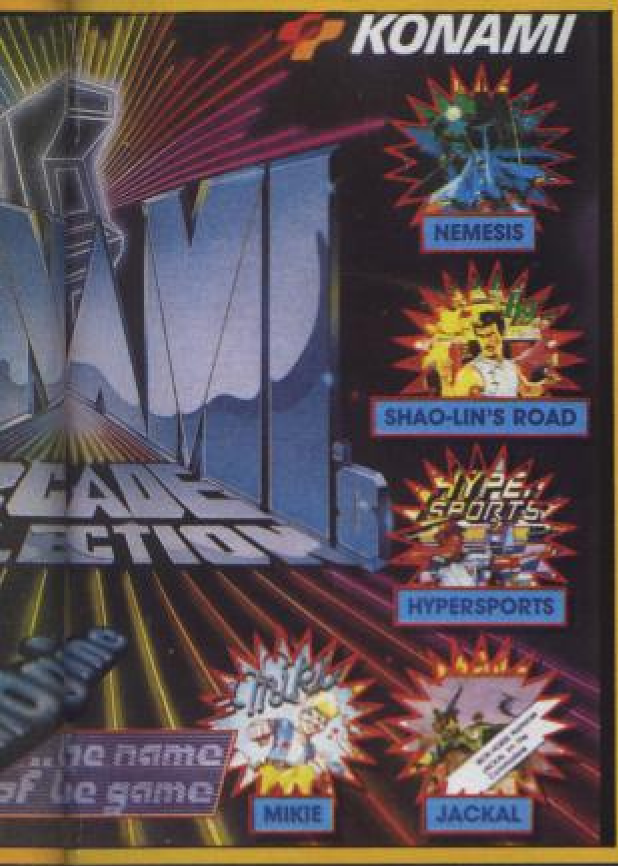
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JAIL BREAK It's every prison warden's nightmare – the inmates have broken out. These men are hardened criminals, armed to the hilt and aren't afraid to gun you all down. Just move in, knock 'em down and round 'em up. Easy!

GREEN BERET RESCUE THE CAPTIVES! You are a highly trained combat machine. Your mission: infiltrate all four enemy Strategic Defence installations – alone, against immeasurable odds.

YIE AR KUNG FU II Eight more deadly opponents to combat as you advance to become a black-belt master. Authentic fighting moves with 4 different locations.

SHAO-LIN'S ROAD Our hero has finally mastered the secret martial art "CHIN'S SHAO-LIN" but is trapped by triad gangs. With kicks and other secret powers, escape from and travel SHAO-LIN'S road to freedom!

NEMESIS The planet Nemesis, is now under an all-out space attack beings from the sub-space star cluster of Bacterion. You will need all your courage and concentration to win. Get ready to blast off!

HYPER SPORTS Continuing the challenge where "TRACK and FIELD" left off. Archery, Skeet Shooting and Weight Lifting are just some of the featured events to test your skill and stamina.

PING PONG You can almost feel the tension of the big match breaking through the screen ... the expectant crowd is almost on top of you! You return the service with a Top-spin Backhand, then a Forehand Back-spin, the ball bounces high, from your opponent's looping, defensive lob ... SMASH! ... a great shot opens the score ...

JACKAL Get into this and you'll never get out ... The plan – codename JACKAL – is to drop a squad of 4 crack troops behind enemy lines. Rescue a group of prisoners and whilst under attack, deliver them to helipads. Their final objective is to knockout enemy headquarters. Simple eh?

YIE AR KUNG FU Become a grand-master but to achieve this you must defeat a variety of deadly opponents, armed with different skills and weapons and must be overcome with a combination of 6 different attack moves.

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RENEGADE In the knife-edge world of the vigilante there is no place to rest, no time to think – but look sharp – there is always time to die! You will encounter the disciples of evil whose mission is to exterminate the only man on earth who dares to throw down the gauntlet in their path – the Renegade. PLAY RENEGADE ... PLAY MEAN!

IK+ They called International Karate 'the greatest Karate beat 'em up yet' (Commodore User). And who are we to argue? But ARCHER MACLEAN has come up with a stunner: A third fighter. An amazing animated background. New moves (including double head-kick and a spectacular backflip). Re-mixed music by ROB HUBBARD.

SUPER SPRINT Licensed from Atari Games' original money-spinning coin-op, one or two players compete head-to-head over eight gruelling tracks and four levels of game difficulty. Avoid the hazards and collect golden spanners to enhance custom car features – the key to Super Sprint. With detailed animation and sound effects, Super Sprint brings the best driving excitement ever to be experienced on home computers.

RAMPAGE The game where the nice guys don't get a look in. Grab your way through Chicago, punch up New York, and jump on San Francisco. Three indescribably nasty characters which bear a remarkable likeness to King Kong, Godzilla and Wolf-man, need you to send them on a rampage in an enduring 150 days of destruction, through 50 different cities.

BARBARIAN THE STORY SO FAR ... The evil sorcerer Drax has sworn to wreak an unspeakable doom on the people of the Jewelled City unless Princess Mariana is delivered to him. However, he has agreed that if a champion can be found who is able to defeat his demonic guardians, the Princess will be released. From the wastelands of the North, comes an unknown barbarian, a mighty warrior, wielding his broadsword with deadly skill. Can he vanquish the forces of Darkness and free the Princess? ONLY YOU CAN SAY...

number one

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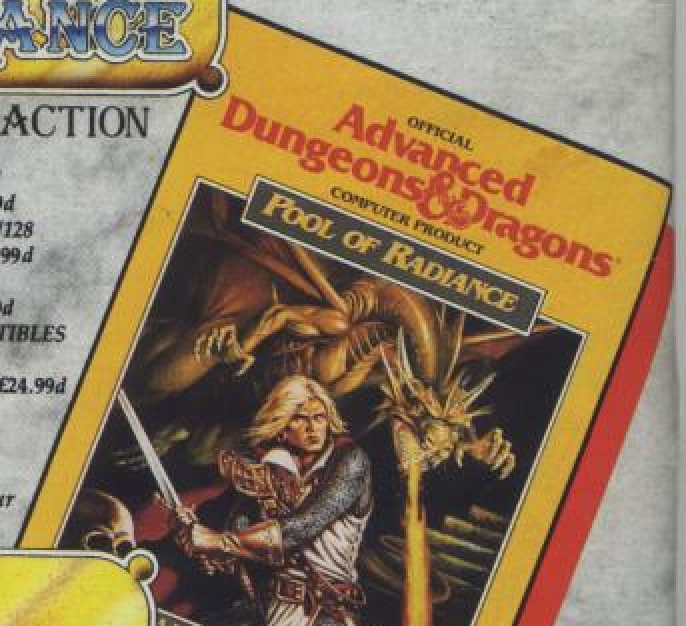
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